

BLTTHAL

erry someness



Part of this nutritious breakfast

SUGGESTED FOR
MATURE READERS

in loving memory
Guzanne Shaughnessy
1946 - 1995



Buttery Wholesomeness, Smack Monkey™
by Daniel Thron, Todd Shaughnessey, and Chris Elliott

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IN BITTERNESS

BLESSOMERASS

SMACK MONKEY

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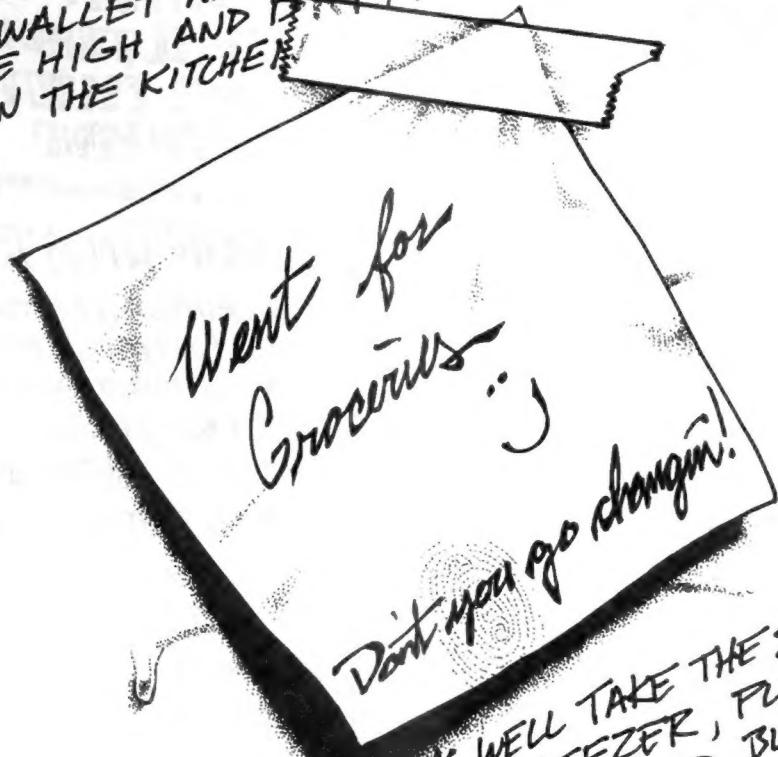
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SPECIAL THANKS TO: JEFF
HUTCHINSON (CREATOR OF JEEZ
WHIZ (JEFF YOU N NAUGHTY BOY)),
DAVID "OUR MAN FRIDAY" BRAZIL,
LEA ANN KARSTEN, LAURIE
BRUNELLE, OGDEN SAWYER,
JAMES STATTLE, MARK "BIG BIG"
SEGALSKI, CAROLE-ANNE
ELLIOTT (THANKS FOR THE
COOKIES), GORHAM PALMER
(WRITER/DESIGNER OF PIRATES,
A ROLEMASTER® SUPPLEMENT),
AND EVERYONE ELSE WHO
KEPT US SOBER
AND SANE
EXCEPT...

BOB ROSE!
... WHO HAS
FALLEN OUT OF FAVOR.

ARIGHT GET THE VASELINE.

WELCOME TO BUTTERY WHOLESALENESS,
THE PREMIER HOL SUPPLEMENT. WE KNOW WHAT YOU'RE
THINKING: SURE, THE FIRST BOOK MADE ME COLLAPSE IN A
HEMORRHAGING FIT OF MOISTURE, BUT THEY COULD KEEP IT STIFF ANY LONGER.
WELL, YOU'RE HIGH AND LEFT BEFORE YOU WOKE
UP. YOU'RE HIGH AND LEFT BEFORE YOU WOKE
WITH YOUR WALLET AND LEFT. AND THERE'S NO WAY
UP. YOU'RE HIGH AND LEFT BEFORE YOU WOKE
FLOWERS ON THE KITCHEN TABLE.



So, you might as well take the scotch from behind
the broccoli in the freezer, put on a pot of
Valdez-grade Jala, and bum a smoke from
your next-door neighbor with the twitch;
'cause it's gonna be a long night, and
the only thing on is "Godzilla
vs. Biolante".
We'll call ya.
Love
The
Dirt
Merchants

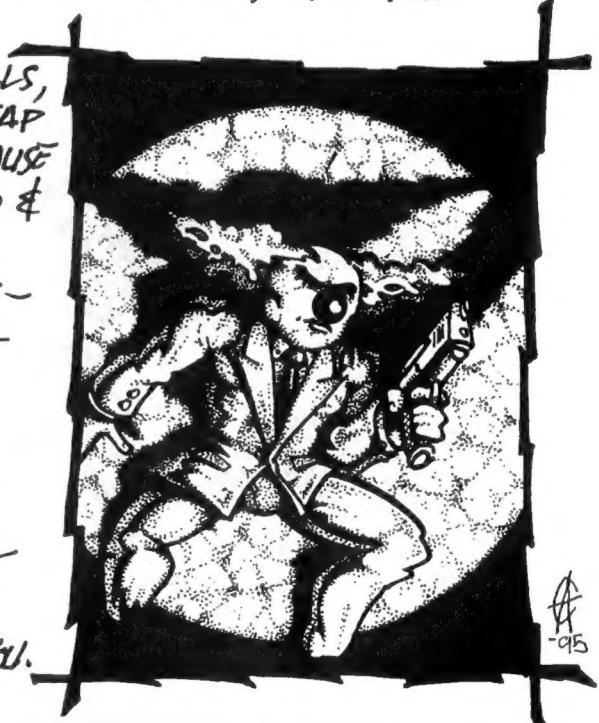


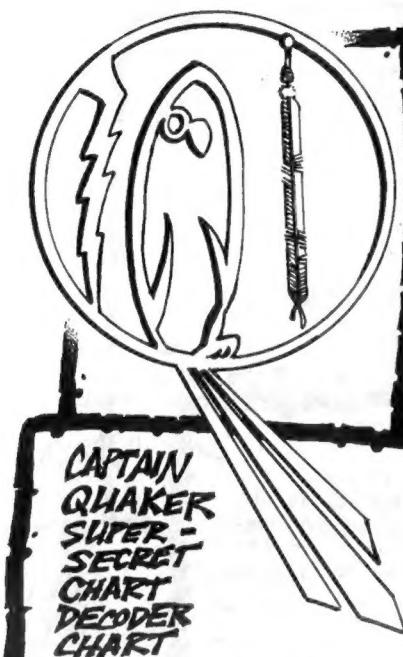
YOU KNOW, YOU TRY TO DO SOMEONE A FAVOR. YOU TRY TO MAKE IT EASY ON 'EM. HELL, YOU GIVE THEM THE BENEFIT OF THE DOUBT THAT MAYBE THEY DON'T HAVE CREAMED CORN IN THEIR BRAINCASE. AND WHAT DO THE UNGRATEFUL FUCKNUTS DO? THEY BITCH AND KEEN LIKE YOU PROMISED THEM "WHITE RABBIT" AND YOU GAVE THEM "WE BUILT THIS CITY ON ROCK & ROLL." LIKE YOU TEASED THEM WITH SEAN CONNERY AND DELIVERED SEAN CASSIDY. LIKE YOU YANKED SOME BULLSHIT RATIONALIZATION OUT OF THE LOCH NESS DEPTHS OF YOUR ASS, GLAZED IT WITH THE MORAL CLIPRENOl OF SELF-RIGHTEOUSNESS, AND SLIPPED IT UNDER THE DOOR AFTER HOURS IN THE HOPES THAT IT WOULD SEE PRINT BEFORE SOMEONE NOTICED THAT INDEED THE CHUNKIEST PLATE OF HORSE COOKIES EVER TO BE ENSWATHED IN THE GUISE OF CHARACTER GENERATION.

BUT WE STAND BY IT, DARN IT ALL. THAT IS WHY WE STILL RECOMMEND IT -- IF YOU HAVE THE PERFECT VISION OF WHAT YOU WANT TO PLAY, BIRTH THAT MOMMA WITH YOUR HM, 'CAUSE I CAN GUARANTEE THAT THE FOLLOWING SYSTEM WILL COME ABOUT AS CLOSE TO THAT IMAGE AS IDI AMIN IS TO GRAPE APE.

HOWEVER, IF YOU'RE THE KIND OF GUY THAT FEELS MYSTICALLY DRAWN TO THE POLLACK-ESQUE ASYMMETRY OFFERED BY THE LOCAL CARNIVAL'S "SPIN ART" BOOTH, THEN THIS MIGHT BE MORE YOUR THING. THE SYSTEM HOPS FROM CHART TO CHART, AND PROVIDES YOU WITH A BACKGROUND STORY, STATS, SKILLS, ETC, THAT ENDS UP TOTALING THE MOST INCOHERENT, RAMBLING HEAP OF SCHMITZ YOU'LL EVER SEE. BUT I MEAN THAT IN A 'GOOD WAY, BECAUSE THAT'S WHERE YOU COME IN. POLISH, CHISEL, SAND, SCRAPE, GRIND & POLIND THE THING INTO SUBMISSION. THINK OF REASONS HOW A BLIND, MOLTING MOOSE JUNKIE COULD INSPIRE A CADRE OF SIDE-KICKS TO JOIN HIM IN HIS CAUSE. HOW MIGHT AN "ADULT CONTEMPORARY" LISTENER POSSIBLY PASS MUSTER INTO CLOWN COLLEGE? IF YOU HAVE NO THUMBS, HOW DO YOU PUT ON YOUR PANTS?

FINE, FINE, FINE. ENOUGH OF THE OBVIOUS. BUT IF THAT PSYCHADELIC-STAINED FRISBEE COMES WHIPPING OFF THE CENTRIFUGE AT SOME HERETOFORE UNTESTED MACH STRAIGHT INTO YOUR TEETH, MAKING YOUR FACE INTO SOME KIND OF TECHNICOLOR MOUMENSHANTZ MASK, DON'T SAY WE DIDN'T WARN YOU.





TOTEM

PICK OR ROLL



- 2 - PARAKEET
- 3 - POODLE
- 4 - LEMMING
- 5 - SLOTH
- 6 - CHINCHILLA
- 7 - SCALLOP
- 8 - MOTH
- 9 - EARWIG
- 10 - SEA CUCUMBER
- 11 - BUSH BABY
- 12 - PLATYPUS



- PUDDING - PUDDING
- TOTEM - TOTEM
- PUBES - PUBES
- CHART CHART - CHART CHART
- A - CLOWN COLLEGE
- B - GENERALLY BAD CHOICES
- C - SPECIFICALLY BAD CHOICES
- D - MENTOR
- E - GALACTIC SHOPPING NETWORK
- F - SOAP OPERA
- G - STAT GAIN
- H - LOINAGE
- I - SPECIAL TRAINING
- K - SIDEKICK
- L - HOL
- M - CRIME
- N - DASTARDLY CRIME
- O - NIGHT SCHOOL
- P - PARENTAL MISUNDERSTANDING
- Q - NO PANTS DREAM
- R - BAD MONKEY

And Lonely Little 'J' - TECHNOLOGY

THE MOST FORGIVING
ALMOND JOY™ IS A REGISTERED TRADEMARK OF THE HERSHEY CORPORATION,
AND WE LIE HAPPILY PROSTRATE BEFORE THEIR THUNDEROUS LEGAL GLORY.

PUDDING

ROLL 2D6



- 2 - CUSTARD: -1 GREYMATTER
- 3 - PLUM: -1 KUDO
- 4 - BANANA: NOTHING. WHADDYA WANT? BANANA SUCKS.
- 5 - TAPIOCA: +2 FEET
- 6 - RICE: +2 MEAT
- 7 - BLOOD: +2 NUTS
- 8 - BUTTERSCOTCH: +2 MOUTH
- 9 - INDIAN: +2 GREYMATTER
- 10 - BREAD: 500 CHITS
- 11 - VANILLA: +2 KUDOS
- 12 - CHOCOLATE: +4 KUDOS

ROLL 2D6

PUBES

YOU LOSE - BEATEN AND TAPED UP NAKED IN THE GIRLS SHOWER. SEXUAL TRAUMA CUTTING TO THE MARROW, ANY MODICUM OF INITIATIVE IS BURNED OUT OF YOU, AND YOU PLAY OUT YOUR DAY'S MOLDING THE SCENE OVER AND OVER AGAIN IN YOUR PERCEPTION UNTIL YOU CONVINCE YOURSELF IT WAS YOUR FAULT. OR, TO PUT THIS TRAGEDY OF THE SPIRIT, THIS MORAL CRIME INDICATIVE OF MAN'S INHUMANITY TO MAN IN GAME TERMS: YOU NEVER ROLL BOXCARs. IF 12 COMES UP, IGNORE, REROLL, AND HAVE A GOOD CRY.

- 3 - THOUGH DAMAGING TO YOUR SOCIAL LIFE, YOU ARE SECRETLY THE AVATAR OF YOUR TOTEM. ALL TOTEM BASE STATS (POSITIVE) ARE DOUBLE, AND YOU TAKE ON HUMANIZED VERSIONS OF THE CREATURE'S PHYSICAL ATTRIBUTES.
- 4 - MANAGE TO MAKE IT THROUGH AN "ENCOUNTER" IN THE BACK OF A PINTO WITHOUT TWISTING YOUR ANKLE, VOMITING, OR BREAKING INTO A SOBBING CHORUS OF "THANK YOU". +1 KUDO.
- 5 - OWN A VW BUG. +2 KUDOS
- 6 - HAVE OLDER BROTHER WITH CONNECTIONS. +3 KUDOS
- 7 - GRADUATE WITHOUT GETTING ANY. THE UNIVERSE TAKES PITI. +1 KUDO (LIMIT OF 5) FOR EVERY CHART WITH A COST OF 0 THAT YOU LAND ON.
- 8 - YOU SET UP A RUNNING POKER GAME IN THE BACK OF SHOP CLASS. GET A DECK, SHUFFLE, DRAW FROM THE TOP - A - 10 = THAT MANY KUDOS. FACE CARD = -5 KUDOS.
- 9 - YEARS OF PARENTAL EXPERIENCE HAVE RAISED A FINE DAMLU LIA. ONE TIME ONLY PICK THE RESULT ON A CHART YOU LAND ON.
- 10 - ADVANCE ACCEPTANCE. AFTER A SOUND BEATING, PICK THE BEST STARTING ROLL OF TWO ON THE CHART CHART.
- 11 - PORK IS AGAINST YOUR RELIGION. GO TO THE CHART CHART ANY TIME YOU ARE REQUIRED TO GO TO HAM OR PRESSED HAM.
- 12 - DID I EVER TELL YOU THAT THIS JACKET IS A SYMBOL OF MY INDIVIDUALITY AND MY BELIEF IN PERSONAL FREEDOM. RE ROLL ALL YOU LOSE.

CHART CHART

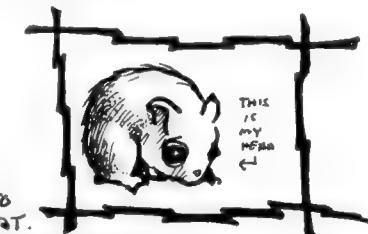
2nd Roll		1	2	3	4	5	6
1st Roll		A	B	C	D	E	F
1		G	H	I	J	K	L
2		M	N	O	P	Q	R
3		S	T	U	V	W	X
4		AA	BB	CC	DD	EE	FF
5		GG	HH	II	JJ	KK	ALMOND JOY®
6							

BIRTHWORLD CHART					
1	2	3	4	5	6
First Roll 1					
2					
3					
4					
5					
6					
Second Roll 2					
Third Roll 3					
Fourth Roll 4					
Fifth Roll 5					
Sixth Roll 6					
Orlando IV THE INNOCENT PLANET: MAN, YOU'RE LUCKY. THAT ONE'S NOT ON THE CHART. +1 BLESSED BY THE ALMIGHTY FREE SUBSCRIPTION TO THE GALACTIC ENQUIRER.	Orlando IV THE RETIREMENT PLANET: PUBLISHING SITE OF THE WIDEST CIRCULATED VID-SHEET, WE CONTROL THE GOVERNMENT. 100 CHITS PER CHART YOU GO ON, ROLL 2 FREE ON GALACTIC SHOPPING NETWORK BEFORE YOU START.	Manwich IV THE MEAL PLANET: FORMERLY RICE-A-RONI, THE SAN FRANCISCO PLANET, THE CANNED MEAT REVOLUTION BROUGHT TURMERIC TO THE JUSTICE THAT IS BEEF. +1 MEAT, EAT ANYTHING! 1 AUXILIARY CYBERSTOMACH	Lowenbrau III THE HERO'S FRIENDS, TONIGHT IS KINDA SPECIAL P L A N E T: FUCK THAT SHIT! PABST BLUE RIBBON. 1 FREE ROLL ON RELIGIOUS EPICANYON AT +2, +2 CAFFINATED, -3 ADDITION, AUXILIARY CYBERBLADERS	Whodunit IV THE BUTLER PLANET: THE FINEST EXPORTER OF FULLY TRAINED SERVICE STAFF. ALSO SUPPLIER OF 1% OF THE COWS' ROPES, PIPES, AND CANNED TURKEY. -2 ON DASTARDLY CRIME, -2 CRIME, -2 ON SCAPGOAT, EXPLAIN ANYTHING	Cuddly IV THE HAMSTER PLANET: BORN INTO THE SPARKLING RAINBOW LABYRINTH OF THE HABITTRAIL. SEEK THE INNOCENT: 1 +1 ON SIDEKICK, +1 ON SCAPGOAT
Duct-Tape IV THE GORBAL PLANET: THEY SAY THERE ARE A THOUSAND AND ONE USES FOR THE STUFF, AND THAT'S BEFORE YOU GET TO RODENTI: FRIGIDA ROLL FREE ON IT'S RAININ' MEN AT +2 BEFORE START	Blomiwad IV THE EXTRA-TISSUE PLANET: NO, MOM! I'M JUST READING IN HERE! ONAN BE PRAISED!! +1 ON RELIGIOUS EPIPHONY (OH GOD, YES), MUST ROLL 1 ON HAM BEFORE START	Cosby IV THE PUDDING PLANET: RAISED ON ONE OF THE HARVEST PLATFORMS ABOVE THE CHURNING SEA OF MINDLESS WADDLING FOODSTUFF, THERE'S NOTHING YOU DON'T KNOW OF THE WASTEN. CHOOSE OWN PUDDING. SPOT WAITIT: 5	Travolta IV THE DISCO PLANET: IN A GRAND ELIPTICAL ORBIT, TRAVOLTA IV AND ITS POPULATION ONLY UNFREEZE EVERY 5 YEARS AS IT PASSES NEAR THE SUN. +1 FEET, +2 ON ADDITION	Falos IV THE D-CELL PLANET: LEGENDARY MACHINATORS OF RUPERT'S THREE-SPEED SHOCK TROPS, THE WARMTROPS. +2 ON IT'S RAININ MEN, PELVIS WRESTLING: 2, ENJOY HUMMING AGONY: 3	Manson IV THE FAMILY PLANET: THOUGH HAPPY IN EARLY LIFE, YOU WERE UNDETERMINEDLY DEPRTED FOR SUGGESTING THE HIGH SCHOOL FUNDRAISER BE A RONAN POLANSKI FESTIVAL. ORGANISE FUNDRAISER: 2 +2 ON PARENTAL MISUNDERSTANDING, +1 ON FAMILY CHART, +1 LOINAGE
Accumen IV THE TENURE PLANET: THIS ILLICIT OUTPOST OF FINE LITERATURE LAYS HIDDEN ALMOST ENTIRELY BEHIND AN ABANDONED WAL-MART, LIVING EXCLUSIVELY ON OLD MELTED MILK BAGS. +3 GREY MATTIA, BENEFICIAL DICKENS BOY CONTACT	Tufnel IV THE PLANET THAT GOES TO 11: THE OFFICIAL HABERDASHER OF THE ROYAL FAMILY. WITH STAND BAGPIRES: 3, STAT OF YOUR CHOICE MAY GO TO 11 THROUGH NORMAL GENERA.	Refried IV THE PULL MY FINGER PLANET: ALRIGHT, FINE, YES IT'S A GAS GIANT. OH, THE SHAME... +2 ON ALL YOU CAN EAT, +2 ROLL YOUR OWN, TOLERATE HIDEOUS AMOUNTS OF PUNGENT EMINATION AND STILLEAT TACOS	Light & Leisure IV THE PURPLE PLANET: NIGH INFINITE SQUARE FOOTAGE PRICED TO SELL SELL SELL!!! +4 ON MUTATION CHART, 1 FREE ROLL ON THE MUTATION CHART BEFORE START	Spank Me IV THE MONKEY PLANET: STARTED AS A SCIENCE COLONY BACK IN 594, TO PROVE THAT LEFT TO THEIR OWN DEVICES, A COMMUNITY OF MONKEYS COULD PUBLISH THE BRIDGES OF MADAGASCAR. SO FAR THEY'VE ONLY TURNED IT INTO HIGH TREATMENT OF A FLOWER TO ALL MONKEY CHARTS. SYMBIOTIC MONKEY	Dalai IV THE LLAMA PLANET: A MEMBER SINCE BIRTH OF ONE OF THE ONLY RECOGNIZED, OPENLY PAGAN RELIGIONS IN THE CONFEDERATION. THE COW DOESN'T THINK IT HAS MUCH TO FEAR FROM FOUNDERS OF A CYBORG LLAMA CARD CARRYING PRIEST, AN LITTLE. 1 FREE ROLL ON THE CHRISTREATS CHART.
Java IV THE BOTTOMLESS PLANET: CONSTRUCTION BASE OF THE 500 YEAR PROJECT, THE ENDWIMER -- A SEEDILY INFINITE COFFEE COUNTER SURROUNDING THE SUBWAY. 1 FREE ROLL ON CAFFINATED 3 D6 UNWASHED COFFEE MUGS THAT ALL SAY "FRED."	Fabio III THE BEEFCAKE PLANET: YOU FELT YOU HAD TO GO BEFORE YOU WERE FORCED TO TAKE I CAN'T BELIEVE IT'S NOT BUTTER 'DOS. +2 MEAT, -1 MOUTH +3 ON SOAP OPERA, HUGLY JAWLINE, -2 GREYMATTIA	Hamill IV THE TYPICAT PLANET: AT BIRTH, YOU ARE CONTRACTUALLY OBLIGATED TO BE IN A REMAKE OF "CORVETTE SUMMER." +OR -1 ON MENTOR (YOUR CHOICE) +2 ON PARENTAL MISUNDERSTANDING, +2 SOAP OPERA	Chic IV THE BEST PLANET THE BEST WAY: YELLOW RAINSLICKER, SHAPES, AND VIDEO MEMBERSHIP GRANTED TO YOU. YOU'VE SPENT YOUR LIFE BEHIND THE '2 ON NIGHTSCHOOL, HAM, BAG AND BAD MONKEY, 1 FREE ROLL ON LOINAGE AT +2	Starsky IV THE HUTCH PLANET: ACTUALLY, NAMED SOONLY RECENTLY - NO CLEAR CUT WINNER HAS EMERGED FROM THIS WAR-EMBODIED COW, AND YOU, BORN TO THE ROCHFORD FILEANS, RED VEHICLES CLUSTER AT 4, ONE HIT WONDER THAT TOPPED THE CHARTS FOR A YEAR.	Mentos IV DER FRESCHEWÄCKER: HEY, IT COULD BE WORSE; AT LEAST YOU WEREN'T BORN IN THE HIGHLANDS, WHERE ALL THEY DO IS SHOUT AT IT! +2 MITS IF YOU EAT A MINT, YOU CAN ALWAYS GET 5 GUYS TO MOVE YOUR VEHICLE (VW TO STARSKY)
Raygun III THE WHERE ARE MY PANTS PLANET: DAMMIT, I'M JUST AS CAPABLE OF BEING SORRY AS YOU ARE. HIGH LEVEL BENEFICIAL COW CONTACT -1 GREYMATTIA, +1 ON CORNHOLE BY ALMIGHTY, +1 ON SPECIAL TRAINING	Jackson IV THE PLANET THAT SHOULD'VE BEEN II, BUT MICHAEL HAD TO GO OFF AND DO "THE WIZ," AND BETWEEN YOU AND ME, I THINK HE AND DIANA HAD SOMETHING GOIN' ON +2 ON IT'S RAININ MEN	Holst IV THE PLANETS PLANET: NO STRANGER TO VIOLENCE, AS YOU HAVE HAD TO DEFEND YOUR FAMILY AND CULTURE FROM MILLIANS AND HIS PIRATE HORDE -2 ALMOND JOY	Hug Me IV THE ASS PLANET: A SAP EXAMPLE OF SCIENCE GONE AWAY, IN WHICH A DOGILE SPECIES WITH NO NATURAL PREDATORS WAS INTRODUCED TO AN EARTHSPHERE WHERE THE DOMINANT LIFEFORM WAS A SMALL, SICK, VIENNA-SAUSAGE-LIKE FREE PORCUPINE BATTLESHIP	Elbow IV THE SPOT PLANET: ENCIRCLED BY THE TWIN MOONS SHIT AND SWINOLA, OFTEN CONFUSED BY THE LOCALS. -1 GM, +5 TO ANY ROLLS INVOLVED WITH LINE DANCING.	G IV THE SPOT PLANET: SISTERWORLD OF G-WHIZ, THE BEAVER PLANET. ONE FREE ROLL ON THE SIDEKICKCHART BEFORE START.
Betty IV THE RELAPSE PLANET: "I USED TO BE A HEROIN ADDICT, NOW I'M A METHADONE ADDICT" "I'M INTO LEATHER" 1 FREE ROLL ON ADDICTION CHART BEFORE START	Bigtop III THE NOTHING TO SEE HERE PLANET: MOVE ON.	Corinthian III THE LEATHER PLANET: A WORLD BEGUN BY A GROUP OF GENETICALLY ENGINEERED APHOLSTERERS AFTER THEIR SHAMEFUL ERGIE (RUPERT WAS NOT PLUSED BY THE VELOUR TOILET SEAT. +3 ON SIDEKICK CHART, 1 FREE ROLL ON DEEP SHAPY 9 BEFORE START	Pink IV THE ONLY FUCKIN PROFESSIONAL PLANET: LEARN TO FUCKING TYPE. PICK ANY SKILL CLUSTER AT 4 -- THIS IS YOUR PROFESSION.	Speedo IV THE PACKAGE PLANET: KNOWN THROUGHOUT THE COW'S POSTAL UNDERGROUND FOR THEIR SWIFT SKILL FOR WRAPPING PACKAGES TIGHTLY, YOU CAN +4 ON PURES DAMN NEAR SEE INSIDE 'EM, AND THEIR WELL-GREASED SUM-MEETS.	Product of a C\$ Broken Home ROLL TWO (COUNT 2!) HOME WORLDS, [IGNORING THIS ONE] START WITH 400 CHITS FOR THE SALES OF YOUR TELL-ALL BOOK

CHARACTER CREATION EXAMPLE

HAVING PLUNGED ON A POT OF 'CHOCK FULL OF 4LCER'S' STRONGEST, CLEARING MY MIND OF THAT 'AIR SUPPLY' SONG THAT'S BEEN RUNNING ROUGHSHOD THROUGH MY CONSCIOUSNESS DURING THE PAST 3 DAYS, & GRABBING THIS PEN AND SOME DICE, I'M READY TO SIT DOWN AND WATCH THE LAST HOUR OF 'REMO WILLIAMS: THE ADVENTURE BEGINS.' TODD COMES IN AND SAYS, "I THOUGHT YOU WERE DOING THE CHARACTER GEN. THING." "YEAH, YEAH. I'M JUST... UH, GETTING SOME IDEAS. HEY - YOU KNOW THAT CHINESE GUY -- HE WAS THE GUY IN 'CABARET.'" HE LOOKS OVER AND SQUINTS. "WHAT IS THIS? IS THIS THAT STUPID-ASS FRED WARD MOVIE AGAIN?" - "YUP", I SAY. "COOL," HE SAYS, "ANY MORE JAVA LEFT?" "YUP." - AND THERE YOU HAVE IT! DIRT MERCHANT GAMES' PLAYTESTING FERVOR BURNING ACROSS THE PAGE LIKE MOLTEN... AH... STUFF! OUR MUSE'S SOUL LAID BARE FOR YOU! THE PASSION, THE RAW FURY OF OUR UNQUENCHABLE NEED TO DO BATTLE WITH THE ENTROPIC NATURE OF THE UNIVERSE! TO CREATE! "HEY, YOU GONNA EAT THE REST OF THESE PRINGLES?" - AND HELLO, I SUPPOSE WE SHOULD GIVE IT A ONCE-THROUGH BEFORE WE DUMP IT ON THE UNSUSPECTING PUBLIC. SO NOW, AS LIVE AS TEXT CAN GET, A FRESH HOLITE:

- ① I CHOOSE TO PICK THE CHINCHILLA TOTEM, CAUSE I'M FEELIN' RANDY, AND IT GIVES ME A STARTING STATS OF +1 NUTS AND +1 FEET, WITH 25 KUDOS.
- ② PUDDING: 2d6 GIVES ME BLOOD PUDDING (+2 NUTS).
- ③ HOMeworld: 2 AND A 6: MANSION III, WITH A +1 ON ALL LOVINGAGE(H) AND FAMILY CHART (T) ROLLS, +2 ON ALL ROLLS ON THE PARENTAL MISUNDERSTANDING CHART (P), AND IT GIVES ME THE SKILL "ORGANIZE FUNDRAISER" AT 2.
- ④ PUBES: 2d6 REVEALS A 3 - DOUBLING MY BASE STATS (NOW +2 NUTS & +2 FEET), AND GIVING ME CHINCHILLA-ESQUE FEATURES (COULD BE WORSE, I COULD HAVE BEEN THE SEA CUCUMBER).
- ⑤ AND I START ON THE CHART CHART - 2d6 GIVES ME A 1 AND A 1 -- CLOWN COLLEGE (A) THE COST OF CLOWN COLLEGE IS 1, AND SINCE I KNOW THAT I CAN GET SOME PRETTY COOL SHIT THERE, I WON'T PAY TO JUMP CHARTS.
- ⑥ My Kudos are now at 24. For CLOWN COLLEGE I ROLL 2d6 AND GET AN 8 -- DOLT Lieutenant Comedian, an assassin with the penultimate skill cluster at 4. IT SAYS GO TO M(CRIME). I HAVE NO PROBLEM WITH THAT.
- ⑦ KUDOS: 23, AS CRIME COSTS 1. 2d6 GIVES ME 10 - THE HARDWARE HOSTAGE. IT GIVES ME 7000 CHITS, BUT +1 TO THE GUMP ROLLS I WILL HAVE TO MAKE LATER. GO TO G(STAT GAIN) - OH, SURE.
- ⑧ KUDOS: 23, STAT GAIN COSTS 1. 2d6 ON STAT GAIN ENDS UP IN THE HAM DEPRIVATION COMMERCIAL FEST. MY EYES CANNOT CLOSE, AND I GET +5(!?) ON FEET, NOW TOTALING 7. IT SAYS GO TO GG (CAFFINATED), AND I HAPPILY OBLIGE.
- ⑨ KUDOS: 21, CAFFINATED COSTS 1. A 1d6, 3, AND I'M DRINKIN' LIGHT (+1 NUTS PERMANENTLY, +1 TO ALL STATS FOR 1 HR AFTER BREAKFAST). SHALL I GO TO EE (RELIGIOUS EPIPHONY)? DAMN STRAIGHT!
- ⑩ KUDOS: 20 - RELIGIOUS EPIPHONY COSTS 1. A ROLL OF 6 GETS ME "GOD'S WALLET" - INFINITE CASH! GO TO E? THE GALACTIC SHOPPING NETWORK? ALL FOR IT!
- ⑪ KUDOS: 19 - GSN COSTS 1. 2d6 = FAUX DIAMONDEHES, 1000 CHITS. WHOOPDIE-FUCKIN'-DO. ALREADY GOT GOD'S WALLET. AND THEN IT TELLS ME TO GO TO R - BAD MONKEY. NOOOOOOOOO CHANCE. I PAY THE 2 KUDOS TO GO TO THE CHART CHART.
- ⑫ THE CHART CHART ROLL IS 4/1 = S. GOOD MONKEY. THAT'S BETTER.
- ⑬ KUDOS: 16, GOOD MONKEY COSTS 1. THE ROLL: S -- SPANKED. +2 FEET (NOW TOTALING: 9). IT TELLS ME TO GO TO B, GENERALLY BAD CHOICES. I AQUIESCE, TO ADD CHARACTER.
- ⑭ KUDOS: 16, GENERALLY BAD CHOICES IS FREE. 2d6 = LAMARAMA. YEAH. WHAT WAS I THINKIN'? GO TO W? YES, INDEEDLY.
- ⑮ KUDOS: 15, AYCE COSTS 1. THE ROLL: G! 10 POINTS TO PUT INTO ANY SKILLS I ALREADY HAVE. DO I WANT TO GO TO L? HOL? NOT BLOODY LIKELY! BACK TO THE CHART CHART FOR 2 KUDOS.
- ⑯ THE CHART CHART RESULT: 4/5 = W, ALL YOU CAN EAT AGAIN.
- ⑰ KUDOS: 12, AYCE COSTS 1. 1d6 ENDS WITH A SIX AGAIN!!! THIS TOTALS 20 MORE EXTRA SKILL POINTS.
- ⑱ KUDOS: 12, AYCE COSTS 1. BUT TO AVOID HOL AGAIN, I MUST SHELL OUT ANOTHER COUPLE A KUDOS ON THE CHART CHART.
- ⑲ THE CHART CHART ROLL IS 6/6 - ALMOND JOY. A SUBSEQUENT ROLL OF 3 SHOWS THAT I DO INDEED FEEL LIKE A NUT. +3 NUTS, BACK TO THE CHART CHART.



(19) The chart chart again. 3/1 = M (Crime). Sounds good to me.

(20) KUDOS: 9, though Almond Joy cost nothing, Crime is 1. Roll 2d6 comes out to be Starlight Express Sayride (4), and I pick up the REFLECTIVE Body Armor, and the skill Rollskate: at 4. It asks me to go to the GSNetwork, and I give it a firm kick in the shins: I spent 4 Kudos to switch to a specific chart, NIGHT SCHOOL, since I feel I need skills. Bringing me down to 5: I must make a Gump roll (at +1 from before) -- a 4 or under.

(21) THE GUMP: A 5. unsuccessful. I get a free ticket to the HÖL chart. But I could still roll a 10! All hope is not yet lost!

(22) THE HÖL CHART: The Roll, a 3, fucks me solid. +1 KUDO FOR MY TROUBLE. THANKS. I'LL SEE MYSELF TO THE DOOR.

I'M OFF THE CHARTS AND HIGH ON LIFE. WHAT'VE I GOT?

WELL SINCE MY OTHER STATS BLOW, I'M GOING TO DUMP THE REST OF MY KUDOS INTO RAISING THEM: IT SEEMS I'M STAYING TRUE TO THE SNEAKINESS OF MY TOTEM, SO I DECIDE TO UP MY GREYMATTIA BY 4 TO REPRESENT MY SPY-LIKE guile.

1 point goes into Meat, so I don't get broiled in the 1st 3 seconds of the game.

Now I have the PENNYWISE skill cluster and 20 extra skill points.

I take the following:

- SHOE KATA: 6
- RUN IN BIG SHOES: 4
- SHOOTIN KINDA SMALL GUNS EXPERTLY: 6
- KNIFESHOW: 4

And that's pretty much it as far as stats go, so I take this heap o' junk to my HÖLmeister -- who, at this point, happens to be me, and you can rest assured that I'm a fair and even minded guy -- and start in on smoothing this guy together.

As to equipment, again I talk to my self and hold my hand as I go shopping in the back of the book with a credit card that has, well, let's say, a very high limit.

Eh, that works. Enjoy. I'm goin for that coffee.



CHIMI CHINGA AKA KIKI the Rat-Childe

GREYMATTIA: 4

MEATS: 1

NUTS: 6

MOUTH: 0

FEET: 7

SPECIAL ABILITIES:

HAIR FALLS OUT UNDERWATER, HUNCHBACK, DOESN'T SHOWER, LOOKS SUSPICIOUSLY LIKE A CHINCHILLA. OH, DO YOU MEAN GOOD STUFF? GODS CREDIT CARD. ALSO, LIGHT COFFEE RULES APPLY.

OLDNESS: LONGER THAN HE EVER HAD RIGHT TO.

SEX: AS MUCH AS POSSIBLE WITH A CHINCHILLA HEAD.

TOTAL ARMOR: 3 REFLECTIVE BODYSUIT.

SKILLS

ORGANIZE FUNDRAISER: 2

ROLLERSKATING: 4

PENNYWISE CLUSTER SKILLS

SHOE KATA: 6

RUN IN BIG SHOES: 4

SHOOTIN KINDA SMALL GUNS EXPERTLY: 6

KNIFESHOW: 4

EQUIPSTUFF

LARGE BODY-SIZED BOWL OF DUST.

BIG BOPPER TISSUE GROWTH ACCELERATOR: A/D 17/2

WEIGHTED SHOES

RED CHINCHILLA NOSE

FUN FACT: OWNS A LLAMARAMA NEAR YOU.

A. CLOWN COLLEGE (1)

YOU LOSE - WHILE ATTEMPTING TO ENROLL IN CLOWN COLLEGE, YOU ARE STOPPED AT FREAK SHOW, THE FIRST MOON OF BIGTOP II. IT COSTS YOU A CHIT TO PENETRATE ITS SWETTY MYSTERIES, BUT IT WAS WORTH EVERY BIT TO WITNESS THE SECRET TRUTHS THAT LIE BEHIND THE STAINED LIME GREEN CURTAINS AND DUSTY BLANKETS. WHAT YOU GET: JACK SHIT, WHERE YOU GO: HH.

3 - YOU ARE JUDGED 'UNWORTHY' BY THE ENIGMATIC DEAN OF CLOWN COLLEGE, BUT EVEN IN FAILURE, THIS BRUSH WITH GREATNESS HAS GAINED YOU MUCH, AND WHO KNOWS, THE CIRCUS MAY YET NEED ANOTHER BEARDED LADY OR RUBBER MAN. WHAT YOU GET: 3 NEW SKILL CLUSTERS (NON-CLOWN) AT 6. WHERE YOU GO: LI.

4 - YOU ARE INITIATED INTO THE CIRCLE OF THE MINI UNICICLE AND YOU LEARN THE ARTS OF BACKPEDALING AND HOW TO BE LIGHTHEARTEDLY COOFY WITH A TEENSY BIKE FEAT CRAMMED TWIXT YOUR CHEEKS. WHAT YOU GET: CLARABELLE SKILL CLUSTER AT 2. WHERE YOU GO: H.

5 - MANY ARE THE SECRET WAYS OF THE CLOWN. HOW TO MAKE CHILDREN LAUGH. HOW TO JUGGLE SMALL OBJECTS FOR THE DELIGHT OF THE MASSES. HOW TO KILL A MAN SILENTLY SO THAT EVEN WHILE HIS LIFE'S BLOOD FLOWS BLACK OVER YOUR CLEAN SILVER BLADE IN THE AUTUMN MOONLIGHT, NO ONE WILL HEAR HIS PITIFUL WHIMPER AS HIS ESSENCE SEEPs INTO THE THIRSTY EARTH. MANY ARE THE SECRET WAYS OF THE CLOWN. WHAT YOU GET: PENNYWISE SKILL CLUSTER AT 2. WHERE YOU GO: F.

6 - A CLOWN MUST BE PREPARED FOR ALL SITUATIONS, THIS ABOVE ALL IS THE SECRET OF HIS CRAFT - IMPROV. THE ART OF THE HAMP. WHAT YOU GET: BOZO SKILL CLUSTER AT 1. WHERE YOU GO: FF.

7 - YOU HAVE UNPARALLELED SKILLS IN THE CLARIBELLIAN ARTS, AND THIS HAS NOT GONE UNNOTICED BY YOUR SUPERIORS. YOU ARE UPGRADED TO YOO-HOO SECOND CLASS, AND ARE INITIATED INTO THE HIGHER INTRICACIES OF MISDIRECTION, DIPLOMACY, AND LOOKING COOLER THAN AN EXITING WITH A PENGUIN SHOVED UP HIS ASS. WHAT YOU GET: CLARABELLE SKILL CLUSTER AT 4. WHERE YOU GO: J.

8 - YOUR SKILLS AS A COMEDIAN HAVE ALREADY RESULTED IN THE DISAPPEARANCE OF MANY KEY GOVERNMENTAL OFFICIALS, WITH ONLY A STICKY COTTON CANDY RESIDUE LEFT AS A WARNING -- "SUCH IS THE FATE OF THE ENEMIES OF THE BIG RED NOSE." YOU ARE PROMOTED TO THE RANK OF DALT LIEUTENANT. CONGRADULATIONS. WHAT YOU GET: PENNYWISE SKILL CLUSTER AT 4. WHERE YOU GO: M.

9 - CLOWN SCHOOL LIFE IS LONG, CHALLENGING, AND NOT FOR THE WEAK OF HEART. THROUGHOUT THE ENDLESS NIGHTS, YOU HAVE MASTERED THE ARTS OF THE SPRITTER, THE PAINTED DOG, AND THE CONFETTI-BUCKET. PREFERING TO LEARN IT ALL RATHER THAN SPECIALIZE, YOU HAVE BECOME A TEACHER OF YOUR KIND. WHAT YOU GET: COMPREHENSION THROUGH PUGILATION: 1, THE BOZO SKILL CLUSTER AT 2. WHERE YOU GO: O.

10 - A LITTLE SONG, A LITTLE DANCE, A LITTLE NAPALM IN YOUR PANTS. THIS IS THE TRADITION YOU HAVE SWEORN TO UPHOLD AS YOU ARE BROUGHT INTO THE GRAND CIRCLE OF THE PIRATELL. HERE YOU ARE TAUGHT TO COMBINE YOUR SKILLS IN THE SERVICE OF THE NOSE. WHAT YOU GET: THE BOZO SKILL CLUSTER AT 2, THE CLARABELLE SKILL CLUSTER AT 6. WHERE YOU GO: S.

11 - YOUR EYES ARE OPENED TO THE NATURE OF THINGS, AND THE UNIVERSE IS SHOWN FOR WHAT IT TRULY IS -- A THREE RING CIRCUS OF MURDER, BETRAYAL, AND BAGGY PANTS; THE KNOWLEDGE WILL HAUNT YOU FOR THE REST OF YOUR DAYS. WHAT YOU GET: THE BOZO SKILL CLUSTER AT 2, THE PENNYWISE SKILL CLUSTER AT 6. WHERE YOU GO: JJ.

12 - THE AGED LEADER OF YOUR ORGANIZATION, J. EDGAR HOOTER, MAKES YOU HIS G7(+7DC)TH PERSONAL HEIR. NOT ONLY DOES THIS GIVE YOU UNKNOWING INSIGHT INTO THE WACKY WORLD OF ESPIONAGE, BUT IT ALSO MAKES YOU THE G18(+7DC)H ON EVERY RADICAL ORGANIZATIONS HIT LIST. ALL THE WORLD LOVES A CLOWN. WHAT YOU GET: ROLL TWICE MORE, IGNORING 12. WHERE YOU GO: FOLLOW SECOND ROLL.

B. GENERALLY BAD CHOICES (0)

YOU LOSE - REMEMBER IN GHOSTBUSTERS WHEN EGON TRIED TO DRILL A HOLE IN HIS HEAD, SAYING "IT WOULD'VE WORKED IF YOU HADN'T STOPPED ME." WELL, NOBODY STOPPED YOU. WHAT YOU GET: -1 GREYMATTA, AND MEN CALL YOU "LEARY." WHERE YOU GO: J.

3 - TOOK OUT A PERSONAL AD IN THE GALACTIC ENQUIRER, NOW THE ENQUIRER HAS YOUR NAME, ADDRESS, PERSONAL IDENTIFICATION IF, AND MEASUREMENTS. THE AD WAS FREE, BUT THERE MAY YET BE A TIME WHEN THEY CALL ON YOU FOR A FAVOR. WHAT YOU GET: NOTHING. WHERE YOU GO: U.

4 - ANSWERED AN AD IN THE PERSONAL SECTION OF THE GALACTIC ENQUIRER -- THE 900 CALL COST YOU YOUR EVERLY PAYCHECK FOR THE NEXT 4 YEARS, AND AS FOR THE "PERSONAL ENCOUNTER" WELL, LET'S JUST SAY YOU HAVE A STRONG AFFECTION TO CORNED BEEF, ALBINS, AND CEILING FANS THAT WILL LAST A LIFETIME. WHAT YOU GET: ANY MONEY YOU GET FOR THE NEXT 4 CHARTS IS VOID. WHERE YOU GO: KK.

5 - HECKLED A CLOWN. AFTER 2 1/2 YEARS, YOUR LOVED ONES GAVE UP THE SEARCH. AS FOR SIBERIA, WELL, IT WAS COMPARITIVELY WARM FOR TWO OR THREE DAYS OUT OF THE YEAR. WHAT YOU GET: +1 NU, BUT FROSTBITE CLAIMED YOUR TOES, -1 FEETS. WHERE YOU GO: A.

6 - BRIEFS OVER BOXERS. WHAT YOU GET: -1 NUTS JUST ON PRINCIPLE. WHERE YOU GO: EE.

7 - RENEWED MEMBERSHIP AT NEBUCHADNEZZAR'S GYM. WHAT YOU GET: +2 MEAT, -4 GREYMATTA, EAT GRASS AT. WHERE YOU GO: II.

8 - GOT INTO A BAD MINE SHARING DEAL, AND NOW YOUR STUCK WITH HIM FOR 2 WEEKS OUT OF THE YEAR -- YOU BRAKE, YOU BUY; 15 THOUSAND CHITS.

9 - SOLD THE NEXT 16 GENERATIONS OF YOUR FAMILY INTO INDEMNED SERVITUDE TO FINANCE SILICON BRAIN IMPLANTS. SURE, YOUR HERD'S BIGGER, BUT SOMEHOW, IT LOOKS LAME. WHAT YOU GET: +2 GREYMATTA, -2 MEAT (POP.). WHERE YOU GO: V.

10 - BOUGHT INTO LOCAL "LEAMARAMA" FRANCHISE. WHAT YOU GET: THE FIST ON TAXES EVERY YEAR. WHERE YOU GO: W.

11 - ATE AN ENTIRE PLATE OF BEN & JERRI'S "MAYONNAISE SWIRL" ON A DARE. ENDING SICKNESS ROCKETS YOU INTO MEDICAL HISTORY AS THE FIRST VICTIM OF THE "INTESTINAL REBELLION". AFTER THE HARDFUGHT BATTLE'S SMOKE CLEARED, YOUR STOMACH STOOD VICTORIOUS, ASSUMING RULERSHIP OF YOUR BODY AND SOVEREIGNTY OVER YOUR ACTION FOR YOUR OWN GOOD.

12 - ONCE A POWERFUL NOBLEMAN, YOU ATTEMPTED TO REGENERATE INTERESTIN 'EXTREME SKIING' BY STRAPPING UNDERRID PEACANTS TO YOUR FEET AND HURLE DOWN THE BLACK DIAMOND TRAIL OF MOUNT RIPSAW. YOUR ACTIONS ARE WITNESSED BY AN APPALLED RUPERT AND HIS ENTOURAGE (WHO WERE THEMSELVES BOBBING FOR MALCONTENT'S AT A LOCAL RESORT PALACE) YOU ARE DENOTED TO VISCOUNT -- A PITIANCE OF A STATION, NOT TO MENTION COMPANY REFUSES TO LET THE CONFEDERATION PAY A ROYAL STIPEND TO MEMBERS OF THE UPPER HIERARCHY IF THEY ARE IMPRISONED ON HOL. JUST A BAD RISK. WHAT YOU GET: THE EARTH, SO QUIT YOUR BITCHIN'. WHERE YOU GO: T.



C. SPECIFICALLY BAD CHOICES (0)

YOU LOSE - DECIDE HOL WOULD BE A GREAT PLACE TO SCORE ON SPRING BREAK. WHAT YOU GET: THE SHAFT. WHERE YOU GO: L.

3 - CLAIMED YOUR WHOLE PLANET AS DEPENDANTS YOUR TAXES. WHAT YOU GET: +2 NUTS. WHERE YOU GO: R.

4 - SENT A STRIPPER-GRAM TO MORTY ON HIS BIRTHDAY. HE PREFERS FRUITCAKE. WHAT YOU GET: MANOEVR SKILL CLUSTER AT 4. WHERE YOU GO: X.

5 - WENT AS EMPORER RUPERT III TO RUPERT II'S CORONATION BALL. ENDING IMPERIAL HEART ATTACK AND ITS CAUSE NOT OVERLOOKED BY GUESTS. PROMPTLY FLAYED. WHAT YOU GET: -2 MEAT, WHERE YOU GO: H.

6 - MADE PRANK CALLS TO S.N.E.E. IMPERIAL PALACE ON OGNOM, CAUSING SWIFT RETRIBUTION FROM PRINCE "ALBERT" DRATSAB YBBAR, CLAIMING 10 WORLDS BEFORE THE CALL IS TRACED BACK TO YOU. WHAT YOU GET: VOICE BOX REMOVED, MOUTH =2 UNTIL REPAIRED. WHERE YOU GO: Q.

7 - CAUGHT CHANNEL SURFING DURING THE PAPAL ADDRESS, IN ITSELF HARMLESS, BUT YOUR REMOTE HAPPENED TO BE TUNED TO THE SAME FREQUENCY AS THE IMPERIAL SATELLITE RELAY FOR YOUR SECTOR. WHAT YOU GET: TECH SKILL CLUSTER AT 2. WHERE YOU GO: P.

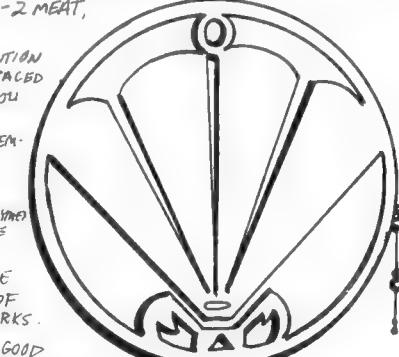
8 - IT JUST OCCURRED TO YOU ONE DAY THAT EXPERIENCE BOOTLEGGING INSTABLE EXPLOSIVE ENZYME AND RADIACTIVE MUTAGENS WOULD LOOK GOOD ON THE OL' RESUME. WHAT YOU GET: MAKE FRIENDS AND INFLUENCE PEOPLE SKILL CLUSTER AT 1. WHERE YOU GO: CC.

9 - YOU HAVE THE POOR JUDGEMENT EARLY IN LIFE TO BE BORN WITH THE SAME LIBER-RARE BLOOD TYPE AS EMPORER RUPERT AND ARE ENDLESSLY SOUGHT AFTER TO BECOME PART OF THE IMPERIAL BLOOD HAREM. A BURGUNDY CAGE IS STILL A CAGE NO MATTER WHAT THE PERKS. WHAT YOU GET: +1 FEETS. WHERE YOU GO: H.

10 - WHILE VACATIONING AT PLUMMER'S RIFT, YOU PITCH A CHIT INTO THE MASSIVE CANYON FOR GOOD LUCK, AND MILES BELOW, IT DRIVES STRAIGHT THROUGH THE SKULL OF A VISITING DIGNITARY. WHAT YOU GET: FAR COMBAT SKILL CLUSTER AT 2. WHERE YOU GO: W.

11 - WHILE ATTEMPTING TO REPAIR THE STRANGE SQUEEKING FROM THE BACK OF YOUR TRINITY RADIMASTER MICROWAVE, YOU ACCIDENTALLY EXPOSE YOURSELF TO THE UNSHIELDED CORE. WHAT YOU GET: +1 MEAT, WHERE YOU GO: W.

12 - YOU NEVER ONCE INVITED INVITED HIM TO YOUR HOUSE FOR A CUP OF COFFEE. NEVER DID YOU ASK HIM FOR ADVICE. AND NOW, ON THE OCCASION OF HIS DAUGHTER'S WEDDING, YOU GAVE HIM THE WET WILLIE IN A DRUNKEN STUPOR. WHAT YOU GET: AN OFFER YOU CAN'T REFUSE, AND MAKING FRIENDS AND INFLUENCING PEOPLE SKILL CLUSTER AT 4. WHERE YOU GO: L.



D. MENTOR (1)

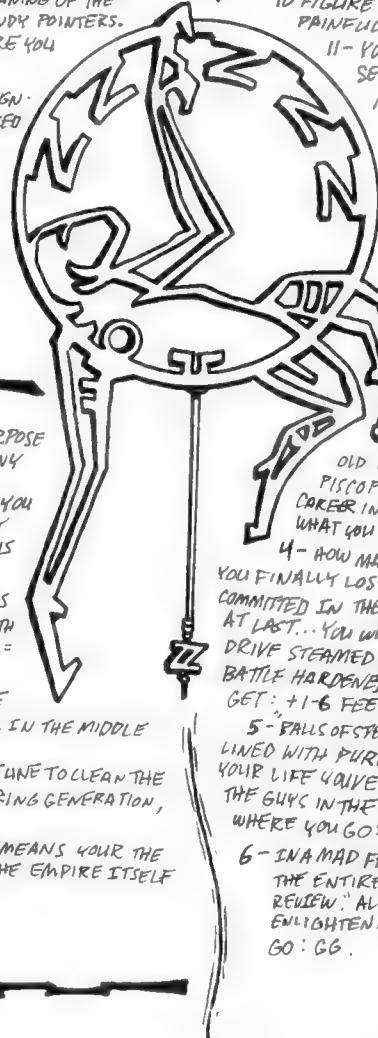


- 1 - WHILE PROSPECTING FOR CHROME IN THE ASTEROIDS OF RUBE III, YOU WERE TAKEN IN BY AN OLD COWBOY NAMED "DUSTY" WHO TAUGHT YOU THE TRUE MEANING OF JUSTICE. WHAT YOU GET: "THE 7TH BULLET IS FOR EVIL," EVERY OTHER ROUND YOU MAY SHOOT TWICE. WHERE YOU GO: J.
- 2 - WHILE SEARCHING FOR LOVE IN THE FUR-LINED BARS OF DUCT TAPE III, YOU MEET AND BEFRIEND AN AGED MONGOLIAN IN AN OUL SUIT WHO IMPARTS TO YOU THE SECRETS OF NIMHJITSU? WHAT YOU GET: "NIMHJITSU": 2 (A COMBINATION OF PONDEROUS RHE TAIL AND P.B. LEE SHIT). WHERE YOU GO: AA.
- 3 - WHILE ON THE TRAIL OF THE ELUSIVE, NIGHTMITHICA, BAG OF HONEY-ROASTED CORNUTS, YOU FALL UNDER THE TUTLAGE OF SPRITZ THE CLOWN, WHO TEACHES YOU THE TRUE MEANING OF VELVET PAINTING. WHAT YOU GET: → WHERE YOU GO: A.
- 4 - WHILE TAKING READINGS OFF A ROGUE SINGULARITY THAT WAS SHACKLED UP IN A TENEMENT OUTSIDE OF TULSA, YOU WERE SWEEPED UP BY A FRIENDLY SUPERENTITY WHO HAD STOPPED BY TO BORROW A GARLIC PRESS. AND NOT ONLY DID HE COOK UP A MEAN POTO' RAGU, HE TAUGHT YOU THE TRUE MEANING OF THE UNIVERSE. NOT WORTH ALL THE HOOPLA, OVERALL, BUT YOU DO PICK UP SOME HANDY POINTERS. WHAT YOU GET: IMMUNITY TO ALL VIRUSES AND NANORGs, BLUNT CAKE RECIPE. WHERE YOU GO: EE.
- 5 - IN TAKING A GOOD HONEST STAB AT TRYING TO FIGURE OUT EXACTLY WHY I IN 3 GAME DESIGNERS ARE OBSESSED WITH THE COMEDIC VALUE OF THE WORD "MONKEY," YOU ARE NOTICED BY A KIND HEARTED GORILLA NAMED "BRUCE," WHO SHOWS YOU THE TRUE MEANING OF HUMANHOOD. AS A SIDE EFFECT OF HIS AFFECTION, YOU GET 2 FREE ROLLS ON 'GOOD MONKEY', ONE OF WHICH IS SPENT ON YOUR TRIP THERE -- GO TO S.
- 6 - WHILE ENDIMING UNSEEN TALENTS AS A SCIENTIST IN PURSUIT OF THE HIDDEN TALENTS ALL MEN HAVE, YOU WERE BOMBARDED BY MILLIONS OF ERGS WORTH OF MUTAGENIC RADIATION TH TH TAUGHT YOU THE TRUE MEANING OF PERSONAL GROWTH. WHAT YOU GET: EACH MORNING, ROLL 1D6-2 & ADD THE RESULT TO YOUR MEAT FOR THE DAY. WHERE YOU GO: BB.

F. SOAP OPERA (0)



- 1 - YOU HAVE NOT ONE, BUT AN ENTIRE CADRE OF EVIL TWINS WHO'S SOLE PURPOSE IS TO MAKE YOUR LIFE A LIVING HELL. WHAT YOU GET: THE PIPE FROM THE HM ANY TIME HE PLEASES. WHERE YOU GO: X.
- 2 - YOU WERE TAKEN BY SPACE ALIENS, BUT NO ONE BELIEVES YOU. EVERY MONTH, YOU ARE TAKEN, TORTURED, AND TAGGED BY AN UNKNOWN RACE OF TREMENDOUSLY TALL BEINGS WHO MAKE YOU EAT THEIR COOKIES. WHAT YOU GET: 1 WOUND IS HEALED FOR EVERY BAG OF COOKIES YOU EAT. WHERE YOU GO: V.
- 3 - NO MATTER HOW MANY TIMES YOU APPEAR TO BE DEAD, YOU KEEP COMING BACK AS ANOTHER ACTOR. WHENEVER YOU ARE KILLED, YOU COME BACK WITHIN ONE MONTH (606 DAYS), WITH SLIGHTLY DIFFERENT STATS (ROLL ONE DIE FOR EACH STAT. 1=-1, 6=+1). GO TO: CC.
- 4 - MISTAKEN FOR ROYALTY. YOU LOOK JUST LIKE (1D6) 1. MORTY 2. RUPERT 3. BIG STEVIE OF YOUR HEAD). WHERE YOU GO: Q.
- 5 - STRIKE OIL! BUT, AS NO ONE USES IT ANYMORE, IT COSTS YOUR ENTIRE FAMILY FORTUNE TO CLEAN THE MESS UP. WHAT YOU GET: 100% ZILCH, NO MATTER HOW MUCH YOU ACCRUE DURING GENERATION, YOU START BROKE. WHERE YOU GO: HH.
- 6 - ROYAL BLOOD RUNS THROUGH YOUR VENIS, YOU'RE SURE OF IT! AND ALTHOUGH THIS MEANS YOUR THE PRODUCT OF CENTURIES OF INBREEDING (-1 MEAT) YOU MAY YET BE THE HEIR TO THE EMPIRE ITSELF WHERE YOU GO: H.



K.H.
CHING

E. GALACTIC SHOPPING NETWORK (1)

- 2 - BAG OF WOODEN NICKLES - GO TO GG
- 3 - FAUX DIAMONELLES 1000 CHITS/GROBS. GOTO R.
- 4 - MOTHER OF PEARL '5000 CHITS. GO TO N.
- 5 - TREKSTAR PLATE SET, LIMITED EDITION. GOES UP 100 CHITS IN VALUE EVERY GAME SESSION. GOTO HH
- 6 - JET PACK, AND A DAMN NIFTY ONE AT THAT--FLASH ROGERS! 'OOOH! GOTO I.
- 7 - REAL IMITATION VIBRO WEAPON (A/D 15'/3). GO TO O.
- 8 - EQUIPMENT - YOU HAVE MANAGED SOMEHOW TO SMUGGLE A FEW CHOICE BITS OF SURVIVAL GEAR ONTO HOL, YOU PARAGON OF SNEAKACITY. ROLL 1D6 AND WORK OUT THAT # WITH YOUR HM. GO TO B.
- 9 - GUNS, GUNS, GUNS!!! HM'S CHOICE OF WEAPON, SO GET THAT PALM GREASE GOIN'. GO TO C.
- 10 - YIPPEE, ARMOR! NOW I CAN STEP OUT ONTO MY PORCH TO RETRIEVE THE PAPER. ROLL 1D6-2 TO FIGURE OUT THE AV, CONSULT YOUR H.M. ABOUT ANY SPECIAL ABILITIES, AND THAT PAINFULL RASH. GO TO D.
- 11 - YOUR CHOICE OF 1 NON-UNIQUE PIECE OF EQUIPMENT FROM THE EQUIPMENT SECTION. GO TO DD.
- 12 - STARSHIP - YES, YOU HEARD ME. GET YOUR TONGUE OFF THE FLOOR. IF YOU ARE INCARCERATED ON HOL, YOUR BELOVED SHIP IS EMPOUNDED ON CANADA. IF NOT, CONGRATS! SHE'S A BEAUTY (OR A SHITBOX, -HMS FREE). JUMP-SLUGS NOT INCLUDED. GO TO N.

G. STAT GAIN (1)



YOU LOSE - TELEPORTATION IS AN INEXACT SCIENCE AT BEST, AND NO ONE KNOWS THIS MORE THAN YOU AND YOU. THAT'S RIGHT, YOU HAVE BEEN SPLIT INTO TWO IDENTICAL TWINS. AT THE END OF YOUR GENERATION, DIVIDE ALL POSITIVE STATS IN TWO, ROLLING UP (EACH CHARACTER HAS ONLY 10 WOUNDS) - DIVIDE SKILLS ARE DIVIDED AS YOU SEE FIT. YOU SHARE THE SAME MIND, AND MAY NEVER BE MORE THAN 20" AWAY OR THEY PASS OUT. GO TO F.

3 - YOU WERE ALWAYS A SMALL CHILD UNTIL ONE NIGHT AFTER EATING A 3 WEEK OLD CARTON OF GENERAL GAI'S CHICKEN, YOU WERE VISITED BY THE SPIRIT OF JOE PISCOPO. HE SHOWED YOU THE WAY, AND YOU IMMEDIATELY QUIT YOUR UNTIL THEN HEALTHY CAREER IN THE ENTERTAINMENT INDUSTRY, AND STARTED THE FIRST EPISCOPOEAN CHURCH. WHAT YOU GET: +1-6 MT. WHERE YOU GO: R.

4 - HOW MANY YEARS HAD IT BEEN? HOW MANY WORLDS HAD THEY DECIMATED BEFORE YOU FINALLY LOST THE HEART, THE SOUL TO CONTINUE RUNNING? OH, GOD, THE HORRORS THEY COMMITTED IN THEIR UNHOLY QUEST, AND THE COOKIES... THE COOKIES. YES, YOU'D BOUGHT THEM AT LAST... YOU WERE JUST SO TIRED... AND WHEN IT WAS OVER, THE SALSBURY SCOUT COOKIE DRIVE STEAMED PAST YOU, SEARCHING FOR ANOTHER, SLOWER VICTIM, LEAVING YOU WITH BATTLE HARDENED REFLEXES AND A SMALL MOON WORTH OF CARAMEL ROUNDIES. WHAT YOU GET: +1-6 FEET. WHERE YOU GO: P.

5 - FALLS OF STEEL REINFORCED CONCRETE STUDED WITH METALIC RIVETS OVER AN ADAMITE CORE LINED WITH PURE SELENIUM. THAT WAS YOUR NICKNAME ALL THROUGH KINDERGARTEN. ALL YOUR LIFE YOU'VE STRIVED TO BE THAT BRAVE AGAIN. BUT THE CLOSEST YOU EVER GOT WAS WHEN THE GUYS IN THE MOTOR POOL CALLED YOU "LUGNUTS!" KEEP AT IT. WHAT YOU GET: +1-6 NUTS, WHERE YOU GO: FF.

6 - IN A MAD FEVER CRAZE BROUGHT ON BY HAM DEPRIVATION, YOU STAYED UP AND WATCHED THE ENTIRE COLLECTED TAPES OF "THOSE WHACKY COMMERCIALS" -- THE LAST 1000 YEARS IN ENLIGHTENING DECADE WAS NEVER SPEN. WHAT YOU GET: +1-6 GREYMATTA. WHERE YOU GO: GG.

CONTINUED IN JUST A SEC...

STAT GAIN, CONT. SORRY 'BOUT THIS. I HAVE THE LAYOUT ABILITY OF A ROGUE COLUMBIAN PACK MULE.

7 - KIDNAPPED BY THE ALL NIGHTERS GANG, WHO REPLACED YOUR LARYNX ONE CLONED FROM THE DNA MATRIX OF THEIR HERO, GILBERT GOTTFRIED, OH, THE SENSELESS VIOLENCE, THE HUM...
...ANITY! WHAT YOU GET: +1DG MOUTH, SCREAMING UNINTERIGABLE TILL YOU GET WHAT YOU WANT: 4). WHERE YOU GO: KK.

8 - WHO NEEDS HARD WORK WHEN YOU HAVE MUTABOLIC STEROIDS! YEAH! WHAT YOU GET: +2DG MEAT, WHERE YOU GO: ii.

9 - "IF YOU CAN CATCH THAT CHICKEN, YOU'LL BE GREASED LIGHTNIN', ROCKO!" ROCKO HEARD, BUT HE WASN'T THE ONE WEARING THE CHICKEN SUIT, NOW WAS HE? WHAT YOU GET: +2DG FT, WHERE YOU GO: i.

10 - IN AN ATTEMPT TO PULL YOUR WORTHLESS LIFE OUT OF THE GLITTER, YOU HAVE A SMALL TRANSMITTER IMPLANTED DIRECTLY INTO YOUR CEREBRAL CORTEX, BROADCASTING KEN BRANAGH'S SAINT CRISPIN'S DAY SPEECH FROM HENRY II. AND ALTHOUGH SLIGHTLY DISTRACTING, WHILE IT PLAYS, YOU MAY CONSIDER YOUR LOINS GIRDLED. WHAT YOU GET: +2DG NUTS. WHERE YOU GO: h.

11 - LICK THAT MONOLITH, ARTHUR. +2DG GREYMATTA, GO TO EE.

12 - AN ANGEL WEARING A BLUE JUMPSUIT AND A NAME TAG THAT SAYS "HELLO, MY NAME IS RAMIEL" SHOWS UP AT YOUR DOOR WITH A CLIPBOARD, AND APOLOGIES FOR THE LATE DELIVERY. "HOPE IT WASN'T ANY INCONVENIENCE... SIGN HERE." WHAT YOU GET: 1DG +6 DIVIDED INTO YOUR STATS AS YOU SEE FIT. WHERE YOU GO: EE.

H. LOINNAGE (1)

YOU LOSE - EVER SINCE YOU'RE 7TH COUSIN, WHEN BUT AN INFANT, WAS SWADDLED IN BARBED WIRE AND SHOT INTO THE SUN. YOUR FAMILY HAS FALLEN OUT OF FAVOR AT COURT, AND THOUGH YOUR BLOOD IS ROYAL, IT'S BEST NOT TO MENTION IT. WHAT YOU GET: DISINVITED TO ALL BLESSINGS, SACRIMONIOTIC LITIGATIONS, AND LATE NIGHT TRIPS TO DENNIS. WHERE YOU GO: JJ.

3 - BORN THE SON OF A LOWLY SHARECROPPER, WHAT YOU GET: TAKE IT LIKE A MAN SKILL CLUSTER AT 4. GO TO X

4 - SON OF A BITCH. GO TO P.

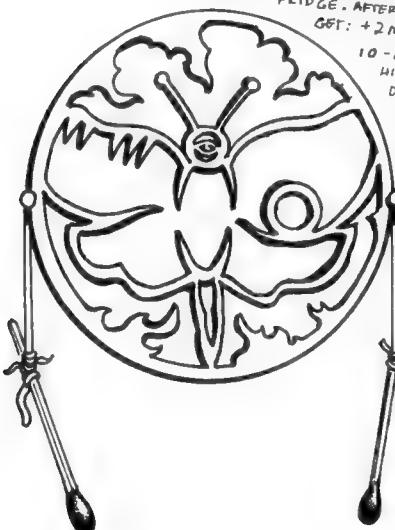
5 - TRACING YOUR ANCESTRY TO IT'S ROOTS FOR THE LAST TWO DECADES, YOU HAVE CONSULTED IMPERIAL RECORDS, DNA ANALYSIS, HYPNOSIS, PAST LIFE REGRESSION, AND, TO THE BEST OF YOUR KNOWLEDGE, YOU ARE IN FACT, YOUR OWN GRAMPA. WHERE YOU GO: P. OH YEAH, -1 NUTS, TOO.

6 - BORN INTO THE MEDIA -- MAW AT PAW ARE BOTH ANCHORS FOR THE LOCAL IMPERIAL NEWS RELAY. AS A CHILD, YOU WERE BED IN TREACHERY, MURSED IN DIPLOMACY, AND LUDED TO SLEEP IN HYPOCRACY -- SOON A STAR YOURSELF. WHAT YOU GET: MAKE FRIENDS AND INFLUENCE PEOPLE SKILL CLUSTER AT 4. WHERE YOU GO: M. MOUTH +2.

7 - YOU ARE SEWN TOGETHER FROM THE DISREGARDED SKINS OF FLIGHTLESS WATERFOWL, AND THOUGH VAGUELY MAN-SHAPED, YOU SUFFER SLIGHTLY FROM SOCIAL DISCOMFORT ALA "TURN YOUR BEAK AND CAUGH, PUFFIN BOY." -BUT YOU HARDLY MIND, FOR NOT ONLY CAN YOU SURVIVE IN SUB-ZERO TEMPERATURES, BUT YOU CAN ALSO SWIM LIKE A RAINBOW MARLOW BRANDO ON A LARD-LACED SLIP AND SLIDE. WHAT YOU GET: +1 MEAT, WHERE YOU GO: G

8 - YOU ARE HEIR TO THE VAST SLACKS DYNASTY. A DURE ALL POWERFUL REGIME BASED ON THE ZEN PRINCIPLE THAT AS LONG AS YOU ARE WEARING COMFORTABLE PANTS, EVERYTHING ELSE CAN BE NEGOTIATED. THE CLAN HAS FALLEN ON HARD TIMES, THOUGH (ARMED, BEING DEPOSED BY RUPERT I'S BEGINNING IMPERIUM, AND A SUBSEQUENT, AND VIOLENT SWING TOWARDS SWEATS). A ONCE MIGHTY AND BENEVOLENT COLLECTIVE IS NOW LITTLE MORE THAN A BUNCH OF BALDING, FAT GLUE-NAMED MURRAY HEMMING AND HAWING ABOUT THE GLORY DAYS OF THE IN-SEAM. WHAT YOU GET: ALL CLOTHING AND ARMOR IS 1/2 PRICE. WHERE YOU GO: E.

9 - YOU WERE A GRAPE, PREMATURELY FALLEN FROM THE BUNCH, YOUR FIRST MEMORY IS OF THE FLOOR -- YOU HIT HARD AND ROLLED UNDER THE FRIDGE. AFTER ABOUT A MONTH YOU GOT BORED AND EVOLVED. ALTERNATELY, YOU'RE A GRAPEFRUIT. WHAT YOU GET: +2 MOUTH, +1 FT, BOGUSLY SMALL MODIFIER WHEN ATTACKED. WHERE YOU GO: K.



10 - ON THE WEEK OF MARCH 0-(7) 71 AR, OFFICIALLY KNOWN IN CHURCH DOCTRINE AS HIS HOLINESS' WEEK-LONG BENDER, "AN INCIDENT THAT NEVER OCCURRED UNDER PENALTY OF DEATH (UP TO AND INCLUDING HAVING THE ENTIRE 6'S DAYS REMOVED FROM THE CALENDAR) BAUGERS, SELL A JAR OF HIS SPERM TO AN ETHERIAL PASSING GYPSY, WHO, IF SHE DID EXIST, WHICH SHE DOESN'T, WOULD BE KNOWN AS "MARTHA WHO WE HAD EKCOMMUNICATED AND COMPRESSED INTO HER OWN PERSONAL IMPERSONATION OF A DWARF STAR." ARY LOST GALL STONE OF JOHN THE BAPTIST IN EXCHANGE FOR INFLUENCE OVER THE NINE WORLDS OF THE BRAID NEBULA (INCLUDING THE PLANETOID ALICE). OH, YEAH, YOU ARE WITHOUT A DOUBT, AND BY IMPERIAL DECREE, NOT AN ARTIFICIALLY INSEMINATED, TEST-TUBE, SACRED BASTARD. CHURCH OFFICIALS WILL GO TO GREAT LENGTHS OF GELFOSITY AND ABJECT CRUELTY TO MAKE SURE THAT YOU'RE CLEAR ON THIS. GO TO T.

11 - 7TH SON OF 7TH SON OF THE SEVEN SONS OF DOUG HENNINGS' 777TH DEFENDANT, AND EVERYTHING IT POSSIBLE IN YOUR WORLD OF ILLUSION. WHAT YOU GET: ONLY PER GAME YOU MAY USE 1 GOG POINT TO CAUSE ONE SPECIFIC, NON-VIOLENT, HIPPY-ESQUE EFFECT. WHERE YOU GO: BB

12 - SON OF ZEUS -- +2 MEAT, +1 FEET, +1 NUTS, -1 GREYMATTA, POSTURING SKILL CLUSTER AT 6. WHERE TO GO: KK.

I. SPECIAL TRAINING (1)

1. JUDGED INCOLIGABLE AT AGE 4 BECAUSE YOU MADE LITTLE CHRISTMAS TREE & BUNNIES OUT OF THE DOGS ON YOUR GSATS (GALACTIC SUBMISSION TO AUTHORITY TEST) YOU WERE TAKEN FROM YOUR PARENTS AND SPENT THE NEXT 20 YEARS IN THE BASEMENT OF A LOCAL ZOO IN A CAGE LABELED "CREATIVE INDIVIDUAL, PLEASE DON'T FEED THE FREAK." HERE YOU LEARN THE INVALUABLE SKILLS OF COCK-ROACH TRAINING: 4, AND WHWONG TILL SOMEBONE FILLS YOUR WATER DISH: 6, +1 MOUTH. WHERE YOU GO: R.

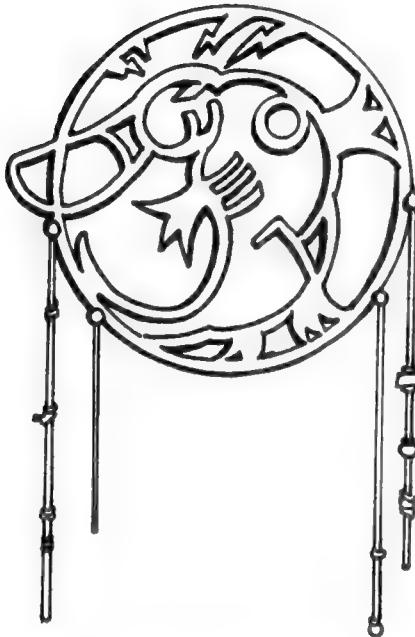
2 - WHILE FILLING SOME FREAK'S WATER DISH, YOU ARE CAUGHT IN A MASSIVE ZOO UPRISING -- THERE WERE FREE THINKERS, QUANTUM PHYSICISTS, AND USED CAR SALES MEN EVERYWHERE. IN THE MOVANTS BEFORE YOU BEAT THEM BACK INTO SUBMISSION, THEY TAUGHT YOU TO OPEN UP WITH YOUR FEELINGS, YOU HAD GAINED ENLIGHTENMENT, AND A NEW CAR! WHAT YOU GET: MAKE SOMEONE STOP THINKING WITH YOUR FIST: 2, POETRY & CLASSICS: 3, +1 GREYMATTA, CHEWY NOVA. WHERE YOU GO: O.

3 - WHILE VACATIONING ON CORINTHIAN III, THE LEATHER PLANET, YOU ARE RECRUITED BY ANGRY NOVA, AN INTERSTELLAR VIGILANTE ROAD GANG WHO TRAVEL FROM SYSTEM TO SYSTEM, DISPENSING THEIR OWN BRAND OF FUEL-INSTECTED JUSTICE. WHAT YOU GET: PILOT CLUSTER AT 4, SEEK THE GUILTY: 3, +1 FEET. WHERE YOU GO: M.

4 - FEELING GUILTY ABOUT THE LAWLESS VIGILANTISM OF YOUR PAST, YOU WANDER THE UNIVERSE IN SEARCH OF TRUTH. IN SUCH AN IMPRESSIONABLE STATE, IT'S NO WONDER THE CULTISTS GOT YOU. 2 MONTHS LATER, YOU'RE OUT AT THE SPACEPORT, A HEAD-SHAVED, TOGA WEARING FRANIC, PRICING DOWN LUXURY STARLINERS FOR THE LIPC. WHAT YOU GET: LIPC PRICING GUAN, LIPC ARMOR, MAKING FRIENDS AND INFLUENCING PEOPLE SKILL CLUSTER: 6, +1 NUTS. WHERE YOU GO: EE.

5 - WHEN THE ARMORED TROOPS CAME TO TAKE YOU AWAY FOR THEFT, LARCONY, AND 16 VIOLATIONS OF THE TOGA CODE, YOU RESISTED, BUT TO NO AVAIL. YOU ARE CONVICTED OVER DONUTS ON THE WAY DOWNTOWN. THE TASTE OF "BLUEBERRY CAKE" STILL ON YOUR LIPS, YOU ARE TOSSED INTO PRISON WHERE YOU FALL IN WITH THE MOST RUTHLESS AND NASTY BAND OF 6TH GRADERS EVER TO STRING A MAN UP UP PAST THEIR BEDTIME, THE SALSBURY SCOUTS TROOP 16. WHAT YOU GET: +1 MEAT, THE SALSBURY SKILL CLUSTER AT 5, CLOSE COMBAT AT 4, SALSBURY UTILITY KNIFE. WHERE YOU GO: P.

6 - FOR YEARS YOU SEARCHED THE SKY FOR ANY SIGN OF THEM, THEIR TALL WAFER SHIPS FLOAT ON GOSCAMER WINGS OF POWDERED SUGAR AND CANDY STRIPES, WAITING FOR ANY SIGN OF THE VISITORS YOU HAD AS A BOY, WHO SHOWED YOU THE MEANING OF HONOR, BEAUTY, AND MILK CHOCOLATE CHIPS. WHEN YOU HAD ALL BUT GIVEN UP YOUR VIGIL, A TREE-SHAPED VESSEL WITH LEAVES OF MINT AND BRANCHES OF PURE CINNAMON DESCENDED SILENTLY FROM THE ENDLESS NIGHT SKY. BUT THIS TIME IT WAS DIFFERENT; THIS TIME THEY CAME PREPARED FOR WAR. GONE WAS THE COMFORT OF THEIR ELFIN BUTTER-FLAVORED MAGIC, AND IN ITS PLACE WAS AN ANGER AS LETHAL AND VIOLENT AS RED DYE #5. THEY WOULD NEED AGENTS TO COMPLETE THEIR UNLEARNED PLANS, DOUBLE AGENTS, SUGAR COOKIE ON THE OUTSIDE, BUT WITH AN UNDERBELLY OF PURE, FUDGY HATRED. WHAT YOU GET: +1 MEAT, +1 FEET, AND ALL COMBAT SKILL CLUSTERS AT 3. GO TO AA.



J. TECHNOLOGY (1)



- 1 - YOU HAVE SEEN AND MEMORIZED EVERY EPISODE OF TREK-STAR; THE PRECISE # OF THOSE HAIRY MUFFINS IN "THE TROUBLE WITH DRIBBLES" COMES READILY TO MIND. YOU EASILY RECALL THE NAME OF THE MONSTER (OR SHALL I SAY GUY IN CHEESEBAG BLEACHED GORILLA SUIT WITH A PLASTIC HORN GLUED TO IT) IN THAT ONE WHERE THE CAPTAIN GETS POISONED. AS A WISE MAN ONCE SAID, "MOVE OUT OF YOUR PARENTS' BASEMENT." WHAT YOU GET: POETRY & CLASSICS (TREK): 4 (HEY, IF YOU CALL YOURSELF A "TREK-ER" YOU'RE A "TREK-IE"), TECHNOLOGY SKILL CLUSTER AT 2 (THOSE SHOWTECH MANUALS ARE, LIKE, WRITTEN BY REAL GUYS). WHERE YOU GO: HH.
- 2 - MISTAKEN BY A SITTERBOT FOR A BATH MAT WHEN YOU ARE 3. THE SEED OF DEEP MACHINE HATRED IS PLANTED DEEP IN YOUR EGO. YOU HAVE FOUND FIST: 3, SCRAMBLING YAWP: 2. WHERE YOU GO: P.
- 3 - EVER SINCE THAT INTIMATE MOMENT WITH THE WALL PLUG AS A CHILD, YOU HAVE AN INSIDE UNDERSTANDING OF THE SENSUALITY OF THE SERVO-MOTOR, THE CHARGE OF THE CAPACITOR, THE WARM CARESS OF 1600 GIGAWATTS MASSAGING YOUR SPINAL COLUMN. WHAT YOU GET: CHARGED - ANY SKILL UNDER THE TECHNOLOGY OR PILOTING CLUSTERS MAY GO TO 8. WHERE YOU GO: GG.
- 4 - YOU HAVE ONE OR MORE MECHA FRIENDS. ANYTHING FROM CUTEY LITTLE MARKETING PLOYS, TO A MINDLESS HALF MACHINE/HALF IRISH BIONIC BUDDY. THEY ARE ETERNALLY DEVOTED TO YOU - WORK OUT STATS WITH YOUR RM. GO TO: K.
- 5 - GADGETS! DOODADS! NICK-NACKS! THIS IS THE SPICE OF TECHNOLOGY! YOU'RE SILLY WITH THIS SHIT - YEAH, SURE, YOU HAVE THE AUTO NOSE-MINER/QUANTUM LASCUTTER -- BUT DID THIS HELP YOU GET THROUGH HIGH SCHOOL? LOSER. WHAT YOU GET: ROLL 1 D6 -- 1. TURN RADIOS INTO HOWITZERS: 4, 2. T.R.I.T.H.: 2 & ONE TO THREE MFTY GADGETS (WORKOUT WITH HA), 3. 1 D6 NIFTY GADGETS (NM AGAIN), 4. 1 D6 NIFTY GADGETS MADE OF THE SAME SHIT AS AIRPLANE FLIGHT RECORDER BOXES -- INDESTRUCTABLE. 5. 1 D6 BUILT-IN CYBER GADGETS, 6. UNBRIDLED GENIUS FOR THIS WORTHLESS CRAP HAS RESULTED IN YOUR TRIUMPHANT INVENTION OF THE "OMNI-THINGEE." SEE EQUIPMENT. IF IT BREAKS, TO BAD, YOU SHOT THE WAD ON THIS ONE. NO SECOND CHANCES. GO TO: W
- 6 - WOO-HOO! CYBERWARE! FORGET ALL THAT JUNK ABOUT IMMUNO-REJECTIONS AND HARD-WIRE THAT TOASTER OVEN RIGHT INTO THE OL' MEDULLA OBLONGATA, IT'S PARTY TIME. ROLL 1 D6 = 1. HANDS/FEET: A REAL MAN HAS A STRONG GRIP AND NOW YOU DO AND YOU ARE EVEN IF YOU AREN'T. YOU HAVE THE FINEST FIST MONEY CAN BUY. AS FOR THE FOOT GIG - THESE BABIES SPORT HOVERS, SO YOU NEED NEVER SOIL YOUR TOSIES (+1 GREYMATTA FOR PERCEPTION TESTS -- WORK OUT OTHER GOODIES WITH BM), 3. LIMB: SURE, IT'S NOT THAT ATTRACTIVE, BUT POWER IS THE GREATEST ATTRACTIAC. +1-3 MEAT ON LIMB OF YOUR CHOICE. 4. 2 LIMBS - SMASH YOUR FACE INTO A CONCRETE WALL 5 OR 6 TIMES. NOW LOOK AT #3. SEEING DOUBLE? GOOD. 5. 80-100% OF YOUR BODY IS REPLACED, LEAVING YOU WITH ONLY ONE NORMAL BODY PART, IF ANY - ("MOMMY? WHAT'S THE STRANGE ROBOT WITH THE PINK FOOT? -ICK!") THIS ALSO LEAVES YOU WITH SPECIAL PROBLEMS/ABILITIES - ALA, NOW YOU CAN BE REPAIRED INSTEAD OF HEALED, BUT NOW YOU MUST BE REPAIRED INSTEAD OF HEALED. YOUR ONE NORMAL PART HAS ITS OWN LIFE SUPPORT SYSTEM, AND THE CHARACTER CANNOT BE STUNNED NOR CAN THEY BE AFFECTED BY DISEASE. THE BODY HAS AN A.V. 2, AND MAY CONTAIN 1 D3 GADGETS. 6. BRAIN: SO WHAT IF YOUR SO-CALLED "FRIENDS" THINK YOU SUDDENLY "DISPASSIONATE." I MEAN, WHAT DOES "SOULESS AUTOMOTON" MEAN ANYWAY? WHO NEEDS FRIENDS. THEY DO NOT COMPLETE. ALL THAT MATTERS IS LOGIC PURE UNCORRUPTABLE LOGI01010101010101... (GO TO B)

K. SIDEKICK (1)



YOU LOSE - THE BEST YOU CAN DO IS ONE OF A FAMILY OF FLESHY GROWTH SIDEKICKS SUCH AS SHELLY SWINGLE, TIMMY TESTICLE, HARRY HEMORROID, OR DELORIS. THEY ALL HAVE EXACTLY THE SAME STATS: MD: -2, ME: 1-3, FE: 1D3+1, MU: 1-3 (EXCEPT TIMMY, WHO HAS A 10), GM: 1-3. SKILLS: RUN REAL FAR: 2, RUN REAL FAST: 3, IMPERIAL ETIQUETTE: 2, FLEX DRAMATICALLY: 2. WHERE YOU GO: 4.

- 3 - IMAGINARY SIDEKICK: ROLL ON SIDEKICK RULES, BUT IN ONE OF YOUR EXPLOITS YOUR SIDEKICK WAS CAUGHT IN A PHASE INVERTER, RENDERING HIM BOTH INVISIBLE AND INAUDIBLE, NOT TO MENTION INTANGIBLE. ONLY THROUGH YOUR UNCOMMON PSYCHIC RAPPORT CAN YOU COMMUNICATE WITH HIM. WHERE'S A MATTER RECONSTITUTER WHEN YOU NEED ONE?!! GO TO: Q.
- 4 - PET SIDEKICK: YOU ARE EITHER THE PROUD MASTER OF A GLEEKSQUE SUPERCRITTER, OR RAYMOND BABBITT. EITHER WAY, USE THE SIDEKICK RULES AT -3 KICKUDOS. DEFINITELY. DEFINATELY NOT K MART SPANDEX. DEFINITELY NOT.
- 5 - SIAMESE SIDEKICK: USE THE NORMAL SIDEKICK RULES, BUT IT IS PHYSICALLY ATTACHED TO YOU IN SOME WAY (RM'S DISCRETION). GO TO: T.
- 6 - USED SIDEKICK: YOU WORK ALL SUMMER AT DENNY'S WASHING DISHES, AND YOUR DAD CO-SIGNS THE LOAN TO BUY A USED SIDEKICK FROM YOUR LOCAL OUTLET STORE (SEE SIDEKICKS). GO TO FF.
- 7 - MERCENARY SIDEKICK: OH, SURE. HE WORKS FOR YOU, ALRIGHT. HE WEARS THE TIGHTS YOU TELL HIM TO WEAR. HE'S EVEN BOUGHT THIS WHOLE "THEME" YOU GOT GOING. HE'S PROFESSIONAL. BUT DON'T GET ANY IDEAS BEYOND THAT. THIS IS A BUSINESS TRANSACTION, NOTHING MORE. NO TOUCHEE, CAPICHE? YOU PAY FOR EQUIPMENT, FOOD, AND MEDICAL, PLUS 36 CHITS/GROSSES A WEEK OR HE HITS THE BRICKS, AND WORSE (1-4 on 6G) HE'LL END UP WORKING FOR YOUR ARCH NEMESIS. WHERE YOU GO: M.
- 8 - KID SIDEKICK... NO JOKE... USE THE SIDEKICK RULES, DUMMIE... HEY, STOP THAT. HEY! YES, OKAY, I LOVE YOU. NOW WILL YOU GO HOME? (GO TO JJ)
- 9 - KID PRODIGY: IT'S CREEPY, BUT THIS KID IS EXACTLY LIKE YOU; HE APPRECIATES THE SAME THINGS, HAS THE SAME PANTS OF VEN, AND LIVES TO SERVE ONLY YOU. YOU ARE HIS GOD, AND THOUGHT IT CAN GET SLIGHTLY ANNOYING, HE STRAINS SO HARD TO PLEASE YOU THAT IT'S DIFFICULT TO HATE THE LITTLE BROWN NOSE. USE SIDEKICK GENERATION, +2 KICKUDOS. GO
- 10 - RADIOACTIVE SIDEKICK: ONCE A MIGHTY HERO IN HIS OWN RIGHT, YOUR SIDEKICK LOST IT ALL SAVING SEVEN BUSLOADS OF CHILDREN, SIX DRIVERS, A NUMA AND A PUPPY FROM THE UNBRIDLED FURY OF THE MELTING REACTOR CORE. NOW BALD, BUT NOT TOO MUCH THE WORSE FOR WEAR, HE IS WILLING TO LET OTHERS STAND IN THE LIGHTEAT FOR A WHILE. USE SIDEKICK RULES WITH +5 KICKUDOS. ROLL 1 ON MUTATIONS (1)

SIDEKICK, CONT.

11 - YOUR SIDEKICK IS THE SON OF ZEUS. USE NORMAL SIDEKICK RULES AT +10 KICKUDOS. OH, AND BY THE WAY -- TECHNICALLY, YOUR HIS SIDEKICK. NICE TIGHTS, PAL. GO TO F.

12 - STRAIGHT MAN: THOUGH NOT A SIDEKICK PER SE, THE STRAIGHT MAN IS NONETHELESS YIN TO YOUR YANG, AND YOU TRAVEL EVERYWHERE TOGETHER. HE ISN'T THE MIND-LESS DEVOTEE THAT SIDEKICKS USUALLY ARE, BUT HE CAN BE TRUSTED TO WIPE HIS ASS WITHOUT DR. ANTRAK KIDNAPPING HIM. MAKE UP ANOTHER CHARACTER, WHO WILL BE AN NPC UNDER CONTROL OF THE HM. OR, ALTERNATELY, ANOTHER PLAYER -- IF THE LATTER, YOU BOTH GET A FREE ROLL ON DD, I, OR Q. STOP WHINING, LOOK EM UP YOURSELF. I'M BEAT. GO TO J.

L. HOL (0)



HEY. BREAKFAST OF CHAMPIONS, BABY.

YOU LOSE - SENTENCED TWICE.

- 3 - LOW PASSAGE
- 4 - LOW PASSAGE
- 5 - LOW PASSAGE
- 6 - LOW PASSAGE
- 7 - LOW PASSAGE
- 8 - LOW PASSAGE
- 9 - LOW PASSAGE
- 10 - BLADE
- 11 - LOW PASSAGE
- 12 - HIGH COLONIC

SENTENCED TO HOL. +1 KUDO. DONE.

AVOID HOL. GO TO G.

SENTENCED TO HOL. +1 KUDO. DONE
SENTENCED TO HOL. +6 KUDOS. DONE.

N. DASTARDLY CRIME (0)



1 - WHILE SCOURING THE STORAGE CLOSET FOR THAT OLD SET OF HIPWADERS, YOU STUMBLE ACROSS THE DESSICATED, MUMMIFIED CORPSE OF THE LINDBERG BABY. LONG-REPRESSED MEMORIES BOIL TO THE SURFACE AS YOU PEEL AWAY THE WAXED PAPER LAYERS THAT WRAP THE TINY BUNDLE. OH, MY GOD, IT WAS YOU -- NOT THAT HAUPTMAN FELLOW... WHAT KIND OF MONSTER LIES IN WAIT IN THE DEPTHS OF YOUR SOUL? YOUR ENTIRE LIFE HAS BEEN A LIE; WOULD THE REAL YOU PLEASE STAND... TO DISCOVER YOUR TRUE SELF, START A NEW CHARACTER.

2. FEELING PARTICULARLY BORED ON TUESDAY MORNING, YOU LOAD THE PICKUP WITH AN ASSORTMENT OF FIRE-ARMS, AND HEAD OUT TO RIDDLE THAT "BIG BOY" STATUE ON I-45 WITH HOLES FROM CROTCH TO CROWN. TAKING A DIA VIEW OF YOUR DAY'S ENTERTAINMENT, THE LOCAL CONSTABULARY LAY CHASE, WHICH LEADS YOU TO TAKE REFUGE IN THE OLD, ABANDONED SCHOOL BOOK DEPOSITORY. THE MILDEN, HOWEVER, CREATES A CHEMICAL IMBALANCE IN YOUR BRAIN THAT NOT ONLY MAKES YOU A BETTER SHOT, BUT ALSO MAKES YOU MISTAKE THE FIGURE PERCHED ATOP THE PASSING PRESIDENTIAL MOTORCADE FOR THE INSIDIOUS "BIG BOY", WAVES OF CALMING SATISFACTION RIPPLE THROUGH YOU AS YOU PUMP ROUND AFTER ROUND INTO HIS BEFREMED NOGGIN. CAPTURED BY THE POLICE, YOU COME TO.

3 - YOU ACCEPT THE ROLE OF "LR MOUNT" ON THE SANFORD & SON REUNION SHOW, THE SKIES FALL, THE MOON TURNS TO BLOOD. THE ENTIRE UNIVERSE CRIES OUT FOR REVENGE AGAINST YOU. YOU NOW PERMANENTLY HAVE A BAD AFRO AND 70'S MOUSTACHE. ON THE PLUS SIDE, YOU GAIN LOCATIONARY ENGINEERING OF DISCARDED OBJECTS: 2. GO TO H.

4 - YOU'RE SOME KIND OF COMMIE PRE-VERT, LEADING A CONSPIRACY OF PRE-VERTS TO GET TOGETHER AND DO YOUR PRE-VERNS. (GO TO KK)

M. CRIME (1)



YOU LOSE - AFTER BOUNCING ONE TOO MANY CHECKS ON THE GAS COMPANY, THE EXCHANGE THE MELLOW BREW OF METHANE COMPOUNDS WITH MUSTARD GAS. WHAT YOU GET: TAKE IT LIKE A MAN SKILL CLUSTER AT 2, -2 MOUTH. WHERE YOU GO: DD.

3 - WHO KNEW THAT RITUAL SACRIFICE OF BARNYARD ANIMALS WAS ILLEGAL? AVERTION THERAPY LEAVES YOU WITH AN UNREASONABLE FEAR OF COWS (MUST MAKE A NUTS TEST IF ONE IS SEEN), AND A KIND OF FUZZY WARM FEELING. WHERE YOU GO: U.

4 - HAVE TROUBLE EXPLAINING DENTED PLANET TO DAD AFTER INTERGALACTIC JOYRIDING WITH THE CAST OF "STARLIGHT EXPRESS." (WHAT YOU GET: REFLECTIVE BODY ARMOR (SEE HOL), ROLLERSKATING: 4. WHERE YOU GO: E.

5 - WELL WHAT A DAY; BIG BROTHER REALLY IS WATCHING; CATCHES YOU ENGAGING IN A THOUGHT CRIME OF THE MOST TREASONOUS SORT (THAT'S RIGHT, THEOLOGY DUCK FANTASY). 2D6 RATS IN A CAGE ON YOUR HEAD. WHERE YOU GET: +1 NUTS, -1 GM. WHERE YOU GO: K.

6 - CANNIBALISM IS ILLEGAL -- IT IS NOT A VIABLE ALTERNATIVE LIFESTYLE CHOICE. SERVING WHITE WINE WITH HUMAN FLESH IS ONLY A SOCIAL FAUX PAS. (WHAT YOU GET: TORTURE CLUSTER AT 1. WHERE YOU GO: X.

7 - BURGLARIZING THE ACE CHEMICAL PLANT, YOU ACCIDENTALLY TUMBLE INTO A VAT OF ACID. AS YOU MIGHT EXPECT, IT STING MORE THAN A TOUCH, TURNING YOUR HAIR TO A VIVID, SHOCKING GREEN AND TWISTING YOUR THROAT TO THE CACKLING SHRIEK OF A HYENA. NO BODY TAKES YOU SERIOUSLY. GO TO T.

8 - OKAY, SO YOU DON'T ACTUALLY COMMIT A CRIME, BUT YOU DO PLAY A SERIAL RAPIST ON A VERY SPECIAL "BLOSSOM." (WHAT YOU GET: SCORE 1D6 x 100 CHITS FOR YOUR THESPIAN EFFORTS. WHERE YOU GO: X.

9 - DURING THE ACT OF ROBBING THE LOCAL QUICKEE QUICKEE CONVENIENCE STORE, YOU ARE BEANED UPSIDE THE HEAD BY THE MUTE PROPRIETOR. (WHAT YOU GET: SUDDEN PHILOSOPHICAL TANGENT: 3, SEE BRIEF IMAGE OF GOD OVER BY THE SLURP MACHINE. GO TO D.

10 - CARJACKING SURE IS EASY. AND WHEN YOUR HOSTAGE IS THE PRESIDENT OF DANGEROUSLY RUSTED POWER TOOLS, INC (AS CLOSE TO A MEGACORPORATION AS ANY HARDWARE STORE HAS A RIGHT TO BE), YOU CAN DEFINITELY RAKE IN THE RANSOM CASH. (WHAT YOU GET: 2D6 x 1000 CHITS, +1 TO GUM ROLLS. WHERE YOU GO: G.

11 - YOU HAVE BECOME A "MADE" MAN! HAVE A CIGAR! (WHAT YOU GET: COMPREHENSION OF 'CRAPS': 3, BOCCI: 4, 1 PERSONA GRACE OF GOD (FATHER) PER SESSION, NOT CUMULATIVE, MUST CHANGE NAME TO 'PETEY', 'PAULI' OR 'MARIA'; +2 ON GUMPROLLS. WHERE YOU GO: C.

12 - SCORE! YOU "FIND", "INHERIT", OR "STUMBLE ACROSS" A VERITABLE BUTLOAD OF STUFF, INCLUDING 1D6 ASSORTED WEAPONS, HAIR'S CHOICE, 1d3 SUITS OF ARMOR, 2d6 ASSORTED PLASTIC NOVELTY ITEMS FOR TRADE WITH THE NATIVES (AND YOU'D BE SURPRISED WHAT A CASE OF ERIC ESTRADA 'SURPRISE' LIGHTERS CAN FETCH ON CERTAIN MARKETS), 2d6 x 100 GROBS, AND 1 VEHICLE OF CHOICE, STASHED ALL OVER HOL; +3 ON THE GUMP ROLL. GO TO CC.

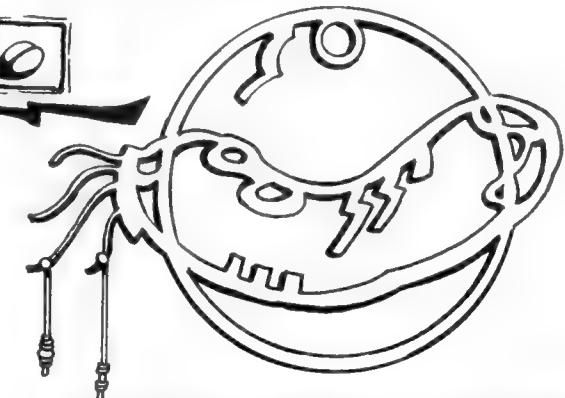
ALMOND JOY (0)



1-3: FEEL LIKE A NUT. +3NU.

4-6: DON'T.

GO TO CHART CHART.



CONT. ↓

DASTARDLY CRIME, CONT.

5 - IT SEEMED LIKE A GOOD IDEA AT THE TIME, BUT NOW YOU'RE NOT SO SURE. A CRAZY RABBIT STANDS OUTSIDE THE OVEN YOU'RE ASPHYXIATING IN, TELLING THE COPS, "WOULD I DO THIS IF MY GOOD PAL ROCKY WAS IN THERE?" THE RESULTING EXPLOSION LEAVES YOU UTERLY DEAF. GO TO 1.

6 - YOU WAKE UP IN WHAT SEEMS TO BE A JUNGLE, WITH A NASTY BUMP ON YOUR HEAD, A SUITCASE FULL OF STRANGE, SMALL, GREEN PIECES OF PAPER-- AND YOU HAVE NO IDEA WHO YOU ARE. THE LOCALS SEEM NICE ENOUGH, AND INVITE YOU FOR COCKTAILS AND A LIGHT SNACK. RESULTING PARASITIC INFECTION LEAVES YOU WITH A NASTY CASE OF THE TROTS, AND YOU QUICKLY USE UP THAT WHOLE STASH OF GREEN STUFF FOR T.P. YOU LIVE FOR A BRIEF, HAPPY SPELL AMONG THE NATIVES UNTIL RESCUED. START THE GAME BROKE, BUT WITH A LEMONY FRESH ASS.

O. NIGHT SCHOOL (1) / P. PARENTAL MISUNDERSTANDING (0)

YOU LOSE - YOUR FEBLE ATTEMPTS AT SELF IMPROVEMENT ALMOST PROVES FATAL, AS DURING A BASIC HYGIENE SKILLS SEMINAR, IMPOSED MENTAL STRAIN RESULTS IN THE HOOVER DAM OF BRAIN ANURISMS. YOU SPEAK WITH AN EMBARRASSING SLUR. - 1d3 GREYMASS. GOTO 8B.

3 - DANNY DREAMER... WHILE SLEEPING THROUGH "SECRETS OF THE COSMOS PART II: GOD 'N' STUFF," YOU COME UP WITH AN IDEA FOR A ROLE-PLAYING GAME, AND SPEND THREE YEARS DEVELOPING IT BEFORE GIVING IT UP AND WATCHING THE CHARLIE'S ANGEL'S MARATHON ON TNT. GO TO B.

4 - DISCOVER THE SUBVERBUE WORLD OF FINE LITERATURE -- EARLY RUSSIAN POETRY MAJOR THROUGH A BACKALLEY CORRESPONDENCE COURSE THAT A TRUSTED FRIEND SET YOU UP WITH.

5 - SUN TZU PART 6: THE LESSER KNOWN ARTS OF WAR. +4 TO THE MOVEMENT CLUSTER. GO TO D.

6 - FIND AND CONSUME THE 50 BOOK SET, "TESLA - THE MAN, THE GENIUS, THE NAUGHTY PICTURES OF HIS NIECE." RECEIVE THE TECH CLUSTER AT 4. GOTO J.

7 - OBSESSED WITH HERCULES IN NEW YORK, YOU STUDY ARNOLD'S METHOD OF WINNING FRIENDS AND INFLUENCING PEOPLE-- AND MARRY A KENNEDY: 3. GOTO S.

8 - MUSIC APPRECIATION: PATTON SINGS YOUR FAVORITE MARVIN HAMMELSH HITS (INCLUDING THE GREAT SPACE COASTER!). FAR COMBAT SKILL CLUSTER AT 4. GOTO Q.

9 - AND NOW! THE BEATING OF YOUR LIFE BY GUEST LECTURER DR MICHAEL TYSON!! FISTICUFF SKILL CLUSTER AT 4. GOTO AA.

10 - KISSENGER COMES OVER FOR COFFEE. YES, I'D LIKE TO THROW HIS NUTS TO THE BRAZILLIAN NATIONAL SOCCER TEAM, BUT... SOCIAL INTERACTION CLUSTER AT 4. GODOOOOOAAAAL!! GOTO V.

11 - TEACHER'S PET: FANCYBOY SKILL CLUSTER AT 2, VERBAL ANNOUNCE CLUSTER AT 2, MAKING FRIENDS AND INFLUENCING PEOPLE CLUSTER AT 2, & SOCIAL INTERACTION CLUSTER: 2, YOU BROWNNOSING ERICER CLAPPING APPLE POLISHER. GOTO T.

12 - EXTRA CREDIT-WORKING LATE ON THAT TERM PAPER, THE CLOUDS OVER YOUR BRAIN PART AMENTARILY TO REVEAL THE TRUE GLORY OF CONTINUING ADULT EDUCATION. ALL SKILL CLUSTERS AT: 2. (EXCEPT ALL CLOWN CLUSTERS)

YOU LOSE - MISTAKING YOUR VIDEO GAME GLAZED EYES FOR THE HUNGRY, EMPTY STARE OF THE JUNKIE. YOUR PARENTS ASSUME YOU'RE STRUNG OUT ON DOG GOURMETTES AND HAVE YOU COMMITTED. OF COURSE, THE TREATMENT FOR THE ADDICTION INVOLVES MEGADROMING ON ANOTHER SUPERADDICTIVE DRUG (SURE I COULD WHIP OUT THOSE PHARMACOLOGICAL MANUALS AND DREAM UP SOMETHING WITH THE FUN OF PCP, THE ZING OF CRACK, AND THE JOLT OF METHAMPHETAMINES -- SUFFICE IT TO SAY, I WON'T). YOU HAVE BECOME YOUR PARENTS' WORST NIGHTMARE: A 15 YEAR OLD MORPHINE JUNKIE LIVING IN THE ATTIC WATCHING MCGALE'S NAVY REUNIONS. - 1 MEAT, -1 FEET, -2 GREYMASS, -THE WILL TO LIVE. SOMETIMES YOU CAN CARE TOO MUCH. GOTO AA.

3 - YOUR SCREAMS OF STOP! STOP! STOP! AND HELP! ARE IGNORED, AS DAD THINKS YOUR JUST ASKING FOR MONEY AGAIN, AND BACKS OVER YOU WITH THE FAMILY TRUCKSTER. CRUSHED LEG PREVENTS YOU FROM PURSUING A HEAVY CAREER IN ATHLETICS. ALL MOVEMENT CLUSTER SKILLS YOU BELIEVE ARE AT -4. GOTO BB.

4 - MOM NEVER COULD COOK. SHE MAKES MEATLOAF FROM HAMBURGER THAT MIGHT HAVE BEEN TASTY A MONTH AGO. THIS RESULTED IN YOUR ADOPTION OF A TOTALLY VEGITARIAN DIET. JUST THE MEMORY OF MEAT MOVES YOU TO WRETCH UNCONTROLLABLY. YOUR DAD THINKS YOU'RE SOME KINDA FRUIT. GOTO K.

5 - ALL YOU WANTED WAS A PEPSI, AND SHE WOULDN'T GIVE IT TO YOU. GO TO M.

6 - WANTONLY PROWLING THROUGH YOUR ROOM, MOM FINDS THE T+F HAMSTER MANUAL WITH ALL THE NAKED SHE DEVILS IN IT. IN PRANCING LEAPS OF LOGIC, SHE DECIDES YOU'RE SOME SEXUALLY DEVIANT SATANIST AND HAS THE LOCAL CHURCH YOUTH GROUP CHAIN YOU IN THE BASEMENT FOR THE REST OF YOUR ADOLESCENCE WITH NOTHING BUT A BIBLE, RHONA JAFFE'S MAZES & MONSTERS, AND A COLLECTION OF JERRY FALWELL TAPES. CONSEQUENTLY, YOU HATE ANYONE OR ANYTHING ASSOCIATED WITH CHURCHES. GO TO GG.

7 - ZELIS COMES TO YOUR MOTHER AS A SHOWER OF GOLD. UNFORTUNATELY, THE SCION OF THAT UNION IS NOT YOU, BUT RATHER YOUR LITTLE SISTER, TRUDY. THE GOLDEN CHILD QUICKLY BECOMES HEAD OF THE LOCAL ENQUISITION UNIT, AND NOW SPENDS MOST OF HER TIME PLOTTING HOW TO PUNISH YOU FOR YEARS OF CHILDHOOD TORTURE AND Lousy CHRISTMAS GIFTS. +1 TO ALL JUMP ROLLS IN THE FUTURE. GOTO G.

8 - AS A REBELLIOUS, ANGRY TEENAGE RESPONSE TO YOUR PARENTS SWINGING, HEDONISTIC LIFESTYLE, YOU TURN TO GOD FOR ALL OF LIFE'S ANSWERS AND ARE BORN AGAIN. CONSEQUENTLY, YOU WILL NOW GO OUT OF YOUR WAY TO HELP ANYONE OR THING ASSOCIATED WITH THE CHURCH, AND GET FREE LUNCH AT CHURCH AND MUNCH ON YOUR BIRTHDAY. GOTO E.

9 - YOU WERE RAISED BY WOLVES, SO IT'S NOT REALLY A MISUNDERSTANDING AS A TOTAL LACK OF DRIVING SKILLS AS TO WHAT THE WHINEY NAKED CUB WANTED. YOU CAN NEVER HAVE ANY NEED TO EAT STILL LIVING FOOD STUFF. GOTO FF.

10 - YOUR FATHER IS SATAN, AND YOU GROW HORNS (4D6 WI), AND ONE OF THOSE HEP COATEES. GOTO Z.

11 - YOUR PARENTS ARE FAR TOO UNDERSTANDING, THEY SPEND ENDLESS HOURS OF "QUALITY TIME" WITH YOU, EVENTUALLY DRIVING YOU BATTY. TAMPER WITH THE BRAKES, AND TAKE THE MONEY TO BUY ALL THE TOYS THEY NEVER LET YOU HAVE. CHOOSE TO GO TO EITHER E OR J FOR FREE (don't spend the kudo)

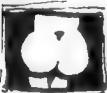
12 - WELL ACTUALLY YOU COME FROM A PERFECTLY ADJUSTED, HAPPY FAMILY. YOUR MEMORIES OF CHILDHOOD ARE FOND ONES FILLED WITH CANDY AND MAGICAL ELVES. AT LEAST THATS WHAT YOU KEEP TELLING YOURSELF. ACTIVE IMAGINATION GIVES YOU +2 GM. GOTO DD.



HAD THAT NO PANTS DREAM AGAIN (1)

1 - YOU JUST CAN'T REMEMBER, BUT TAKE ANY FURTHER ROLLS YOU HAVE ON THIS CHART AT H. GO TO EE.

2 - IT WAS GILLIGAN'S ISLAND BUT GENE SIMMONS WAS THE SKIPPER, YOU WERE MRS. HOWELL, AND SAM DONALDSON WAS MARYANNE. GILLIGAN HAS MADE A 1/2 SCALE HINDENBERG TO FLY BACK TO CIVILIZATION. IT CRASHED INTO THE PALM TREE, BUT ISN'T THIS OHIO? TECH AND PERCEPTION SKILL CLUSTERS AT 2. GOTO K.



HAD THAT NO PANTS DREAM, CONT.

- 3- REOCCURRING DREAM WHERE YOU'RE JESUS CHRIST, AND SATAN NEEDS TO GET THE FORTUNE COOKIE SO HE CAN KILL YOU WITH THE CARROT PEELER. CLOSE COMBAT AND MOVEMENT CLUSTERS BOTH AT 2. GO TO G.
- 4- LIVING IN THE CAVE ON THE BEACH WITH RICH LITTLE AND THE FLYING MONKEYS AND HE KEEPS DOING THAT CHARRO IMPRESSION OVER AND OVER. SO YOU STUFF HIS MOUTH WITH SAND. FISTICUFFS AND VERBAL ANNOYANCE CLUSTERS AT 2. GO TO B.
- 5- YOU GET SHOT IN THE FACE BY THE COCAINE SMUGGLERS. IT ALL GOES BLACK. YOU REMEMBER PEOPLE TELLING YOU THAT IF YOU DIE IN A DREAM YOU WILL REALLY DIE, YOU WAKE UP IN A NEEDLESS PANIC, WITH A SUSPICIOUSLY BAD HEADACHE. YOU GET TORTURE AND FAR COMBAT CLUSTERS AT 2. GO TO II.
- 6- THAT NO PANTS DREAM WHERE YOU'RE RUNNING AROUND THE GROCERY STORE ASKING EVERY ONE FOR CELERY AND SOME NICE SLACKS, YOU CAN'T FIND ANY, SO YOU DRIVE UP THE MOUNTAIN TO HIDE IN THE BASEMENT. YOU GET MEDICAL AND SALISBURY CLUSTERS AT 2. GO TO L.

R. BAD MONKEY (0)

- 1- BOOZE MONKEY- A PARTICULARLY DEBILITATING FORM OF THE "MONKEY ON YOUR BACK" (SEE BACK MONKEY, BELOW) THE BOOZE MONKEY MUST PARAKE OF REGULAR QUANTITIES OF, WELL, BOOZE TO MAINTAIN A FAÇADE OF EQUILIBRIUM. HE WILL GO TO ANY LENGTH TO OBTAIN A "LITTLE DRINKIE" THE CUTTING OFF OF THE SUPPLY OF BEVERAGES, WILL RESULT IN SEVERE PSYCHOLOGICAL SYMPTOMS (-4 TO ALL ACTIONS) OR ALTERNATELY THE MONKEY WILL IMBIBE ANYTHING (MOUTH WASH, WINDOW CLEANER, BATTERY ACID) JUST TO TRY TO TAKE THE EDGE OFF. GO TO JJ.
- 2- CORN MONKEY- YOU'VE BEEN A BAD, BAD MONKEY. GO TO Y.
- 3- BUTT MONKEY- YOU HAVE AN UNNATURAL DESIRE TO EXPOSE YOUR ASS CHEEKS TO THE WARMING RAYS OF THE SUN. IN A STARTLING BURST OF INDEPENDANCE, YOU CUT THE BACKS OUT OF ALL YOUR PANTS. ANY SODOMY BIKERS IN YOUR AREA ADD +4 TO 'SEEK THE INNOCENT' ROLLS. HAIE FUN AND GO TO CC.
- 4- SEX MONKEY- EONS OLD RESIDUAL CATHOLIC GUILT DRIVES YOUR LIBIDO INTO A FROTHY HORMONAL MILKSHAKE. YOU CRAVE SATISFACTION, BUT THE GUILT KEEPS YOU FROM THE BLESSED RELEASE OF SPANNING THE MONKEY (SEE GOOD MONKEY). SEXUAL TENSION DRIVES YOU EITHER TO THE PRIESTHOOD OR POSTAL SERVICE. GO TO I.
- 5- LAB MONKEY- THE HORRORS OF THE BIG WHITE ROOM ARE VISITED REPEALY ON YOUR FLESH. GO TO AA, PAY ONCE, ROLL TWICE.
- 6- BACK (MONKEY ON YOUR.) ROLL 1: SAUSAGE; 2: THE BLACK MEAT OF THE GIANT AQUATIC BRAZILLIAN CENTIPEDE; 3: YAMS; 4: SOFT, SQUEEZABLE TOILET PAPER; 5: BRANDO FILMS; 6: GUINEA PIGS. RULES LIKE BOOZE MONKEY FOR ANY ONE SUBSTANCE FOR THIS CHARACTER. GO TO X.



T. FAMILY (0)

YOU LOSE- ALL IN THE FAMILY. - GO TO R, WITH A +2 ON THE ROLL.

- 3- FAMILY AFFAIR - GO TO N, WITH A +1 ON THE ROLL
- 4- FAMILY FEUD - GO TO BB, WITH A +1 ON THE ROLL
- 5- FAMILY TIES - GO TO I, WITH A +1 ON THE ROLL
- 6- FAMILY MATTERS - GO TO U, WITH A +1 ON THE ROLL
- 7- MOMMA'S FAMILY - GO TO B, WITH A +1 ON THE ROLL
- 8- VALERIE'S FAMILY - GO TO C, WITH A +2 ON THE ROLL
- 9- ADDAMS FAMILY - GO TO GG, WITH A +2 ON THE ROLL
- 10- PARTRIDGE FAMILY - GO TO H, WITH A +2 ON THE ROLL
- 11- HOGAN FAMILY - GO TO CC, WITH A +2 ON THE ROLL
- 12- CHICO & THE MAN - GO TO M +2 ON THE ROLL, +1 ON CRIME

J. GOOD MONKEY (1)

- 1- FUN MONKEY- YOU ENJOY THE SOCIAL BENEFITS OF THE OCCASIONAL ALCOHOLIC BEVERAGE WITHOUT ANY OF THE UGLY SIDE EFFECTS. YOUR LIMIT OF ONE DRINK PER DAY GIVES YOU +1 MO, +1 NU, AND +1 GM, FOR ONE HOUR AFTER CONSUMPTION OR UNTIL THE COPS SHOW UP (IF YOU HAVE MORE THAN ONE SEE "BOOZE MONKEY") GO TO E
- 2- LOVE MONKEY- YOU GAIN THE MOUTH SKILL "MAKE PEOPLE DO YOUR BIDDING BY CODING AFFECTIONATELY" AT +3. GO TO K.
- 3- SPACE MONKEY- LONG LOST 'B' SIDE TO STEVE MILLER'S "SPACE COWBOY" ROSE TO AS HIGH AS NUMBER 3 IN GERMANY. GO TO O.
- 4- BARREL OF MONKEYS- YOU HAVE 106 MONKEYS OF VARIOUS TYPES AND SIZES AS PETS. THEY ARE VERY LOYAL, AND YOU CAN COMMUNICATE WITH THEM ON A RUDIMENTARY LEVEL, ALA TARZAN. LOVE YOUR MONKEYS, BECAUSE WHEN THEY ARE GONE, AND SO ARE YOU, GO TO J.
- 5- SPANNED. YOU WILL NOT GO BLIND, OR GROW HAIR ON YOUR PALMS, IT IS NOT DIRTY, OR BAD. THE MORE RELAXED YOU GAINS +2 FT, AND THE ABILITY TO DISCIPLINE MONKEYS OF ALL TYPES. GO TO B.
- 6- HUNDRETH MONKEY- YOU HAVE THE UNCANNY ABILITY WHEN PRESENTED WITH A TOTALLY NEW SKILL TO AUTOMATICALLY LEARN IT AT +1 (WITH A SUCCESSFUL GM CHECK) MAKES YOU A REGULAR "CURIOS GEORGE" ADDITIONAL +1'S MUST BE LEARNED AS NORMAL. GO TO D.

U. THE BUDDY SYSTEM (0)

YOU LOSE- A PACK OF WILD PINGOES ATE YOUR CHILDREN. RESULTS: IMPOTENCE CAUSES YOU TO HAVE -4 NUTS AND A VOICE THAT IS THE ENVY OF CHORAL DIRECTORS ACROSS AUSTRIA. GO TO V.

- 3- HUGH THE LOVEABLE S.M.E. OUTCAST. GO TO K.
- 4- LOT 249 ATTENDANT LET'S YOU PARK IN THE HANDICAPPED SPACES UP FRONT--SO YOU NEVER LOSE YOUR VEHICLE. GO TO: E
- 5- LESTER ROTGLUT, PLUMP TECHNICIAN, ALWAYS HELPS YOU FIND THE BEST STUFF AROUND WITHOUT THE 284 DAY WAITING PERIOD. GO TO G.
- 6- STAN, YOUR BROKER- DIVIDENDS FROM OFF PLANET INVESTMENTS TOTAL 106 X 100/MONTH GO TO: J
- 7- CHURCH AND MUNCH FRIEDOOL NAMED BARRY GARVIN. HEY, DON'T SNEEZE AT FREE FRIES. GO TO O
- 8- "PETE THE KILLER"--HE TOOK CARE OF THAT THING FOR YA. GO TO N.
- 9- RAYMOND, YOUR LAWYER. FOR EVERY 1000 CHITS YOU PAY HIM, ROLL 1d6 --ON A 6, HE HAS SECURED YOUR RELEASE. GO TO F.
- 10- OGGY AND BIG-BIG. JUST HAVING FRIENDS LIKE THESE MAKES YOU SEEM IMPRESSIVE (POSTHORN CLUSTER AT 4), AND BIG GIVES YOU THE HEADLOCK OF DEATH. GO TO A.
- 11- GOD OWES YOU ONE FOR THAT TIME IN RAPIDS CITY. FREE ROLL ON BLESSED BY THE ALMIGHTY. GO TO Z.
- 12- THE EMPEROR HIMSELF TAKES AN IN INTEREST IN YOU, FREE IMPERIAL ARMOR, WEAPONS, AND HATRED FOR THE COMMON MAN. GO TO B.

V. ALLERGIES (0)



YOU LOSE - BUBBLEBOY - YES, YOU'RE HEINOLY, PAINFULLY THROAT CLOSED TILL YOU RESEMBLE A PURPLE, BLOATED GOLDFISH, ALLERGIC TO EVERYTHING. YOU MUST STAY IN THE SUIT (ARMOR: 4) OR SUFFER A/D 20/2 + HIVES. BUBBLE SUIT ALSO SEALS IN ONE ROUND FOR EVERY POINT OF DAMAGE DONE, WEARER TAKES EXPOSURE DAMAGE FOR THE TURNS TORN. LIBERAL APPLICATION OF CALAMINE LOTION WILL HEAL 2 DAMAGE LEVELS PER DAY. GOTO E.

3 - ALLERGIC TO LEAD. DOUBLE DAMAGE FROM BULLETS. YOU JUST LOVED THAT LEAD PAINT AROUND THE SILLS IN THE PLAYROOM. IT WAS JUST LIKE CRACKERS! GOTO J.

4 - BRIGHTLIGHT; DOUBLE DAMAGE FROM LASERS AND RAYS. GOTO G

5 - SOAP - WASHING IS FAR MORE DIFFICULT THAN IT HAS ANY RIGHT TO BE. ALL SOCIAL SKILLS ARE AT -4. GOTO F.

6 - MACARONI PRODUCTS. -1 MEAT BECAUSE YOU CAN'T CARBO-LOAD. GOTO W. OH WAIT, MEANT TO ADD: "-4 TO ALL ROLLS WHEN UNDER THE INFLUENCE OF THE FOUL NOODLES. GOTO W.

7 I DON'T KNOW IF THIS COUNTS OR WHAT, BUT YOU GET THIS ANKLE-RASH GOING ON WHEN YOU DO DISHES. GOTO J.

8 CHILDREN GET UNDER YOUR SKIN, AND MAKE YOU ITCH UNCONTROLLABLY. -4 ALL ROLLS WITHIN 20 FT OF A CHILD. GOTO Q

9 JUST THE SIGHT OF PANCAKE MAKE UP GIVES YOU THE SCREAMIN HEEBEE-JEEBEE'S. LET ALONE A FULL-BLOWN CLOWN. -4 TO ALL WITHIN 30 FT. GOTO A.

10 INVISIBLE, MICROSCOPIC GERMS - MUST STAY CLEAN & WASHED AT ALL TIMES. THEY'RE TRYING TO CONTROL YOU, BUT YOU'LL SHOW THEM WHO'S BOSS. WELL, ALRIGHT, THIS IS MORE PARANOIA THAN ALLERGIC. BUT WHO DO YOU THINK WE ARE? PHLABOTOMISTS? GOTO AA.

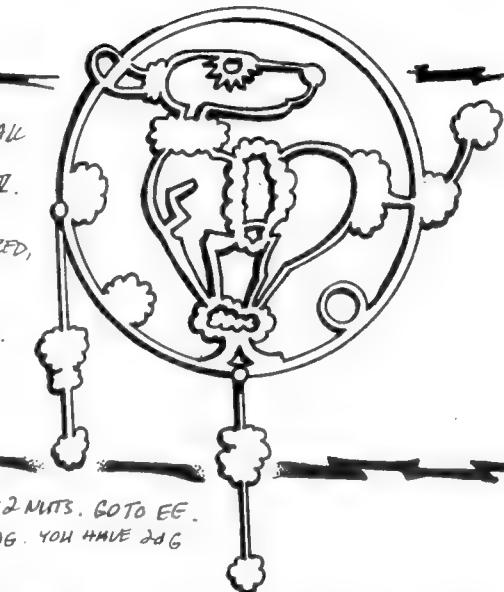
11 - ALCOHOL CAUSES YOUR INTESTINES TO CONTRACTING A FLESHY SUPERBALL. -4 WINE OH! NOTE THAT THIS IS FATAL WHEN COMBINED WITH "BOOZEMONKEY". GOTO S.

12 - GUYS NAMED "RAY" MAY CAUSE SEVERE INFLAMMATION, DIFFICULTY BREATHING, AND RECTAL BLEEDING. GOTO D.

W. ALL YOU CAN EAT (1)



- 1 - CLAMBAKE - DROPPING BACK MOUTHFUL AFTER MOUTHFUL OF BELLIES, SAND, AND OUTFALL RESIDUE GIVE YOU THE TAKE IT LIKE A MAN SKILL CLUSTER AT 6. GOTO FF.
- 2 - PUDDING - PLENTY OF COOL WHIP, SO DIG IN - BENEFITS BEFITTING A PRESIDENT OF COSBY III. GOTO P.
- 3 - BBQ! PACKING DOWN A STACK OF RIBS THAT WOULD CHORE A BULL REPUBLICAN, YOU ARE FEARED, YET RESPECTED BY THE BEASTS OF NATURE. CRITTERS SKILL CLUSTER AT 6. GOTO BB
- 4 - BRIE/PATÉ - YOU ARE WHAT YOU EAT. FANCY BOY SKILL CLUSTER AT 6. GOTO HH
- 5 - SPAGHETTI - LEARNING TO TALK WITH YOUR MOUTHFULL - LANGUAGES AND HUMBLDED SLANG: G. GOTO: H
- 6 - SMÖRGÅSBORD - +10 POINTS TO PUT INTO ANY 6 SKILLS ON YOUR PLATE. GOTO: L.



X. CHRIS TREATS (1)



- 1 - SKINIMAX - ALL NIGHT "TITIE FLICS" FESTIVAL GETS THE TESTOSTERONE 'A PERKOLATIN'. +2 NUTS. GOTO EG.
- 2 - SWEDISH FISH - THESE YUMMY RED CONFECTIONS PROMOTE A FEELING OF GENERAL WELL BEING. YOU HAVE 20 G SCATTERED THROUGHOUT YOUR POCKETS, EACH ABLE TO HEAL 1-6 DLS. GOTO: S.
- 3 - GIRL DRINKS - GRASSHOPPERS, OREO COOKIES, OR GENERALLY ANY MIXED DRINK THAT INVOLVES ICE CREAM, SWEETS, AND A NOTORIZED UMBRELLA BIGGER THAN THE GLASS. MOUTH +2, THOUGH YOU ARE OFTEN ASKED AS TO YOUR FAVORITE JOAN CRAWFORD PICTURE WAS. GOTO FF.
- 4 - FAST CARS - YOUR EXPERIENCE DRIVING THE "BITCHIN CAMERO" HAS HELPED OVER TO THIS LIFE. PILOT CLUSTER AT 3. GOTO: E.
- 5 - MEAT SAUCE - THIS HEARTY LIBATION, LIBERALLY SPOONED OVER YOUR FAVORITE PASTA PRODUCT HAS A THE BODY BUILDING POTENTIAL OF HORSE TESTOSTERONE WITHOUT THE NASTY SIDE EFFECTS. +2 MEAT. GOTO I.
- 6 - CALLED IN SICK - TO SPEND THE DAY PLAYING A 5000 POINT GAME OF HOIK. FAR & CLOSE COMBAT SKILL CLUSTERS BOTH AT 4. GOTO B.

Y. CORNHOLED BY GOD (0)



- 1 - GOD, IN GOING OVER HIS BOOKS, DECIDES THAT THERE ARE BETTER USES FOR SKIN THAN TO HOLD YOUR SORRY ASS TOGETHER. DEAD & DONE.
- 2 - GOD HOLDS YOU PERSONALLY RESPONSIBLE FOR THE SUFFERING AND DEATH OF JESUS CHRIST, CRUSHING GUILT MAKES EVERY WAKING DAY UNBELIEVABLY HELLISH, AND YOUR SLEEP IS WRACKED BY HORRIFIC NIGHTMARES. FLIP A COIN EVERY DAY. HEADS: THE WEIGHT OF THE SINS OF MANKIND KILL YOU, TAILS: STIGMATA. GOTO L.
- 3 - THE MAN UPSTAIRS HAS A SERIOUS PROBLEM WITH YOUR ATTITUDE. PAINFUL BOILS MAKE IT IMPOSSIBLE FOR YOU TO WEAR ARMOR OF ANY TYPE. GOTO L.
- 4 - THE MARK OF CAINE - PEOPLE CAN TELL, JUST BY LOOKING AT YOU, THAT THERE'S BLESSINGS APLENTY FOR THE ONE WHO BRINGS YOU DOWN. 5 BIG PRIKUDOS FOR YOUR HEAD! GOTO L.
- 5 - HAPLESS VICTIM OF DIVINE COMEDY. YOU HAVE NO THUMBS. GOTO L.
- 6 - DEATH COMES AS SWEET RELIEF TO YOUR TORTURED EXISTENCE... OR NOT, BECAUSE YOU'RE DAMNED TO HELL, THERE TO SUFFER FOR ALL ETERNITY AS THE DEVIL'S LOOFAH!

HA HA HA... DONE.

Z. BLESSED BY THE ALMIGHTY (1)



1. YOU MEET BHUDDA IN AN AIRPORT STRIP BAR; HE GIVES YOU A GREAT DEAL ON TICKETS TO "UP WITH PEOPLE".
- 2 - REALIZE THE SERVING TRAY YOU ARE USING FOR THE SOUP-MIX DIP IS ACTUALLY THE LID OF THE LOST ARK. THE WRATH OF GOD NOW COURSING THROUGH YOUR VENIS WITH ONIONY GOODNESS, YOU RECEIVE EVERY COMBAT SKILL AT 3. GO TO FF.
- 3 - A VISION OF SHIVA COMES TO YOU IN A DREAM, AND SHE'S WICKED BULLSHIT. YOU HAVE BEEN CHOSEN AS A WARRIOR OF FAITH AGAINST THE UNION OF MEN THAT SO BRAZENLY DESICRATES THE HOLY BOVINE IMAGE. YOU ARE GRANTED A +10 ON ANY ROLL AGAINST CONFEDERATE ANYTHING. GO TO O.
- 4 - VERY PAINFUL SPLINTER ACTUALLY A PIECE OF THE TRUE CROSS. 1/2 DAMAGE FROM ANYTHING ALWAYS. WALK WITH A LIMP. GO TO X.
- 5 - ONE TIME ONLY GALACTIC SHOPPING NETWORK OFFER LANDS YOU THE "POCKET MECCA." NOT ONLY DO TRILLIONS PRAY IN YOUR DIRECTION TWICE DAILY (WHICH IS AN EGO BOOST IN ITSELF: +25 NUTS), BUT YOU HAVE A NIGHT INSTANT COMBAT HORDE OF 100 HUNDRED ANY TIME YOU WISH.
- 6 - A MAN IN A FADED CORDUROY JACKET SHOWS UP AT THE DOOR, AND WITHOUT ANY INTRODUCTION, HE HANDS YOU A BRIEFCASE PACKED TO BURST ALONG WITH A SMALL HANDWRITTEN NOTE: "YOU'RE THE SECOND COMING. KEEP IT UNDER YOUR HAT, DAD." ALL STATS AT 10, EVERY SKILL AT 3, HEAL TRIPLE, NO WRATH OF GOD.

AA. ADDICTIONS (1)



YOU LOSE - YOU ARE A VICTIM OF THE LAST RIPPLES OF THE DREADED CHIACOCCHUS PLAGUE -- THE FUZZY GREEN DEATH. AN UNKNOWN ALIEN RACE BENT ON THE DESTRUCTION OF HUMANITY AENT DOOR TO DOOR THROUGHOUT THE COW POSING AS SALESMEN. THEIR WARES SEEMED HARMLESS ENOUGH - ATTRACTIVE RED CLAY ANIMALS THAT GREW PLUSH GREEN COATS WHEN WATERED. LITTLE DID THE CUSTOMERS SUSPECT THAT THESE CHIABOMBS WERE ACTUALLY A GENETICALLY TAILED BREW OF HYPER-CANTAGEOUS VILLAINY. BILLIONS LOST THEIR LIVES -- YOU BARELY RECEIVED THE VACCINE IN TIME. THE HUNGRY PUDS HAD ALREADY COVERED YOUR BODY LIKE A FLESHY SHAG CARPET. NOW YOU MUST CONSUME A VIAL OF THE CURE ON A WEEKLY BASIS LEST YOU SUCUMB TO THE DISEASE (THE GROWTHS RETURN WITHOUT IT -- ONE TIME, WITHOUT THE DRUG FOR TWO WEEKS, YOUR FORM HAD BEGUN TO RESEMBLE A HUGE HILL OF SPOILED PESTO. GO TO E.

- 3 - CORNNUTS, YES CORNNUTS, AND DONT THINK YOU WOULDN'T KILL FOR THE BBR KIND. +200+200 ABILITY GRANTS YOU +2 FT. GO TO G.
- 4 - BECAUSE YOU HEARD BEING A "BAD BOY" IMPRESSES THE CHICKS, YOU SET OUT TO MEMORIZE THE COMPLETE WORKS OF JAMES JOYCE. YOU REALIZE YOUR FOLLY TOO LATE, BEFOR LONG FINDING YOURSELF PROWLING THE BOWERY STRUNG OUT ON LOUIS L'AMOUR DESPARATELY TRYING TO SCORE SOME READEE'S DIGEST CONDENSED FAULKNER. +3 GM. GO TO U.
- 5 - AFTER ACCIDENTLY SWITCHING BAGS AT THE MUSIC STORE, YOU RETURN HOME TO FIND A SINGLE OF LIONEL RITCHIE'S "HELLO" IN THE BAG, YOU SHRUG YOUR SHOULDERS AND GIVE IT A SHOT. MONTHS LATER YOU'RE SPENDING 70% OF YOUR INCOME ON ADULT CONTEMPORARY REQUESTING "PIANO MAN" AT BARS, AND FINALLY GROW A MUSTACHE, FEATHER YOUR HAIR, AND BECOME A YANNI GROUPIE. -1 NUTS. GOTO R.
- 6 - ON YOUR FIRST TASTE OF THE STUFF, YOU KNEW YOU COULD NEVER HAVE ENOUGH. THE HOT, SLOW, LIQUID POURING DOWN YOUR THROAT LIKE MELTING WHITE HONEYCOMB, OH YES THE CREAMY, PIPING GOODNESS OF FINE ALFREDO SAUCE. +1 MEAT. GO TO V.
- 7 - HELLO, MY NAME BILLY (HE BILLY!) AND... I PLAY COLLECTABLE CARD GAMES. MY WIFE ASKED ME TO COME HERE. I, UM... (ITS OK BILLY, LET IT OUT!) I SOLD OUR CAR TO BEEF UP MY STACK... THEN THIS GUY SAID HE COULD GET ME 30 DARK PACKS AT A DISCOUNT... SO I USED UP OUR SON'S LEUKEMIA TREATMENT MONEY. I'M ASHAMED AND I NEED HELP (WE'LL HELP YOU BILLY!!) +1 GM. GO TO CC.
- 8 - OH, THE BLACK SWIRLING MYSTERIES OF JAVA. BITTER GOODNESS. YOU NEVER NEED TO SLEEP AGAIN OR CAN BECOME A GAME DESIGNER. +2 FT. GOTO G.
- 9 - HIT ME HIT ME HIT ME HIT ME HIT ME. GAMBLING. +1 MEAT AND GM. GO TO JJ.
10. ROCKY MOUNTAIN OYSTERS. +5 NUTS. GOTO II.
11. THINK OF THE STEROIDS IN YOUR SYSTEM AS AN EXERCISE IN THE CONSERVATION OF MASS. AS SOME THINGS GET BIGGER, OTHERS GET SMALLER +2 MEAT, -2 NUTS GO TO KK.

BOX CARS -

SMACK!
SWEET SMACK!!

BB. HAM (0)



YOU LOSE - POSSESSED BY THE DISEMBODIED SPIRIT OF TOAD McPHARIN AS IT ROAMS THE GALAXY LOOKING FOR ATTENTION. CONSEQUENTLY, EVERY PORE OF YOUR SKIN IS TWISTED INTO A PUCKERING, BLISTERED ASSHOLE, EACH IN A CONTINUOUS EPIDERMAL CHORUS "ME! ME! I'M BETTER THAN YOU ALL!". HEY, EVERYONES GOT OPINIONS. GOTO Y.

- 3 - SELECTED AT RANDOM BY THE GALACTIC ORDER OF DEVOTED SERVANTS AND QUESTIONLESS UNDENIABLE, ABBERANT DONATISM TO BE THEIR "MARTYR OF THE YEAR" AND THE HUNT BEGINS. YOU ARE HUNTED. +3 MOVEMENT CLUSTER. GO TO U.
- 4 - REMINISCING OVER OLD ALBUMS YOU PUT ON GRACE JONES' "NIGHTCLUBBING" ONLY TO REALIZE THE ACTUAL MEANING OF "PULL UP TO THE BUMPER" TRAUMA ENSUES. WITHSTAND BAGPIPES SKILL AT 1. GOTO KK
- 5 - THE ONLY SURVIVOR OF THE SPACELINER. THIS LOOKS NOTHING LIKE A SAUSAGE! YOU ARE STRANDED ON AN ASTEROID BASED "PONDEROSA" AND SO, FACED WITH THE ALTERNATIVE, EAT YOUR OWN FOOT. TAKE IT LIKE A MAN CLUSTER AT 3, -1 FEET. GO TO W FROM HERE.
- 6 - DRAFTED BY THE PLAGUE RECLAMATION CORPS, YOU SPEND FOUR MONTHS HAVING HATCH BACKS OF BODIES BUNDLED LIKE KINDLING TO THE FEEDING PITS. TAKE IT LIKE A MAN CLUSTER AT 4, YOU GO TO I.
- 7 - PACKED IN A BOX FOR YEARS, BECOME AN ALBINO. TAKE IT LIKE A MAN 5. GO TDG.
- 8 - GET THE DAUGHTER OF A CARD CARRYING UPC MEMBER "IN TROUBLE" SUBSEQUENTLY JOIN THE "HUNTED" SUBCLASS. LUCA BRAZZI SLEEPS WITH THE FISHES. YOU INFLUENCING PEOPLE AT 4. GO TO E.
- 9 - ON A DARE YOU JOIN A RECORD CLUB, AND NOW THEY RELENTLESSLY IMPOSE ON YOU AT THE MOST INCONVENIENT TIMES POSSIBLE (ALA ON THE JOHN, IN THE SACK, SNEAKING INTO HEAVILY ARMED MILITARY INSTALLATION.) HUNTED, SURPRISE, SURPRISE! ALSO GET SOCIAL INTERACTION AT 3, AND GO TO M.
- 10 - FALSE ALARM, JUST GAS. GOTO N.

11 - MISIDENTIFIED BY THE CIRCLE-K FELONSCANNER, YOU SERVE 4 YEARS HARDLABOR AS A CETACEAN CUNNINGUS TECHNICIAN, LUCKILY THAT WAS YOUR MINOR IN COLLEGE. -3 MO, +2 MEAT. GOTO D

12 - MANAGING TO FINABLE FRONT ROW TICKETS TO THE COW/S.N.E.E. PEACE SUMMIT (THE FIRST AND ONLY) YOU TAKE YOUR, SWEET, INNOCENT NEPHEW BUCKY, AS YOU THOUGHT HE MIGHT ENJOY A REAL TREATY SIGNING, BUT A TRAGIC RELAPSE OF BUCKY'S TOURETTE'S SHATTERS THE CEREMONIES, AFTER A SWIFT TRIAL THE BOY IS FED TO A HOARDE OF RABID MARMOSETS. YOU SPEND 10 YEARS IN PRISON. -2 MEAT, -2 FEET, GO TO FF.

CC. PRESSED HAM (0)



YOU LOSE - ON A DARE YOU MOCK THE TRAGEDY OF "MIKEY" BY WASHING DOWN 7 PACKS OF POPROCKS WITH A LITER OF COKE. YOU'RE DEAD IN A COUPLE OF SHORT FROTHING SECONDS.

- 3 - BITTEN BY A RADIOACTIVE SPIDER, YOU DEVELOP STOMACH CANCER, YOU CAN ONLY EAT JELLO. -1 MEAT, GO TO V. 'NUFF SAID.

DD. HALL OF JUSTICE (1)

YOU LOSE - TELEPATHIC LINK WITH MARINE LIFE. GREAT. YOU KNOW WHAT FISH THINK?
EAT. EAT. EAT. EAT. SPAWN, EAT, SPAWN. GO TO W.

3- WHILE NOT QUITE ON FIRE, PER SE, YOUR ENTIRE BODY MAY SMOULDER AT WILL.
SMOKE ON! GO TO JT.

4- WITH A SUCESSFUL GREYMATTA TEST, YOU MAY INSTANTLY TURN YOUR BODY TO
A BLUEISH, COHERENT GAS. THE EFFECT LASTS YOUR MEAT IN HOURS, AND
SMELLS QUITE LIKE FRIED BOLOGNA. GO TO Q.

5- YOU CAN MENTALLY CONTROL, SHAPE, AND WIELD PROCESSED MEAT PRODUCTS, AT A
DISTANCE OF YOUR GREYMATTA IN YARDS. SAUSAGEKINESIS! GO TO BB.

6- PEOPLE BELIEVE YOU TO BE ONE OF THE FINEST DETECTIVES OF ALL TIME, WITH AN UNCANHY
ABILITY TO SEE THE LITTLE CONNECTIONS OTHERS MISS. IN ACTUALITY, YOU'RE
NOTHING SPECIAL, BUT THE CONSTANT FIELD YOU UNCONSCIOUSLY GENERATE
(GREYMATTA IN YARDS) ACTIVELY CAUSES OTHERS TO MISS THE OBVIOUS. GO TO K.

7- YOU'RE THE TYPICAL, DIE CUT FOL HOLE GRAM TYPE. STANDARD X-PERSON KIT: THONG
YATTA, YATTA, YATTA. SURE YOU DONT NEED CLAWS "BUB" WEENIE. GO TO AA.

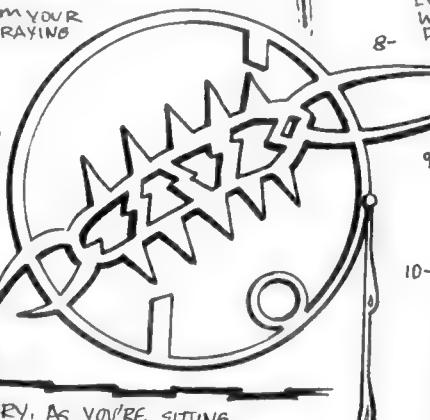
8- EYE BEAMS, YOU MUST WEAR SPECIAL CORRECTIVE LENSES, SO YOU DONT READ MUCH
A/D 15/2 RANGE: 200 FEET. GO TO C.

9- ABLE TO GENERATE OODLES OF CREAMY MUSHROOM SOUP FROM YOUR
HANDS (RANGE 30 FEET) AND YOU CAN RIDE THE WAVE BY SPRAYING
IN A DOWN WARD MANNER, AT SPEEDS UPTO 30MPH. GO TO F.

10- THE DC AFTERLIFE, YOU CANNOT EVER TRULY DIE. YOU JUST
COME BACK IN A LATER ISSUE WITH LONGER HAIR. GO TO CC.

11- CHECKING THE JAMMED DISPOSE-ALL IN YOUR NEW APARTMENT
YOU SEE THE PROBLEM IS CAUSED BY A STRANGE GLOWING, GREEN
RING UNDER THE COFFEE GROUNDS. YOU FIND IT GIVES YOU
POWERS OF FLIGHT (SPEEDOSITY: 200) AND TO SCULT ANY SOLID
OBJECT OUT OF GREEN ENERGY. NOW IF YOU COULD JUST GET
THAT GARDNER GUY TO STOP CALLING YOU. GO TO X.

BOXCARS - HERALD OF A SUPERENTITY, WHO GOT LAID OFF IN THE
RECENT DOWNSIZING. SUPERFAST FLIGHT (ABOUT
MACH 3 IN ATMOSPHERE, WARP 3 IN SPACE) PICK TWO
POWER OFF THIS CHART. GO TO V.



PRESSED HAM - CONT.

4- WIN A RADIO CALL IN CONTEST, TO BE GUEST HALFBACK FOR
THE SPINNARD STEELERS. YOU FAIR PRETTY WELL UNTIL THE
MIDDLE OF THE THIRD QUARTER, WHEN EVERY NIGHT YOU
EVER SPENT LAZING BACK WITH A CASE OF TALLBOYS IN YOUR
BARCA LOUNGER, WATCHING RERUNS OF "THE MAN FROM
ATLANTS", WITH A BAG OF SALT AND VINEGAR LAYS THAT'S BEEN
THERE SO LONG THEY'RE SEEPING GREASE INTO THE WATERTABLE;
CATCHES UP WITH YOU IN THE FORM OF A MINDBENDING CRAMP,
YOUR BODY PULLS IT SELF INTO A 3FT. DIAMETER MEAT AND SINEW
VERSION OF A GOLF BALL. YEARS OF SEPERATIVE SURGERY AND THERAPY
LATER, YOU'RE ALMOST FULLY RECOVERED (YOUR FRIENDS STILL SAY
YOU HAVE A "PINCHED" LOOK) FEAR OF A RELAPSE STILL LOOMS
OVER YOUR EVERY MOVE. (H.M.'S DISCRETION) GO TO T.

5- DEVELOP A GOITER SO BIG, IT FALLS OFF, AND FOLLOWS YOU EVERY-
WHERE, CALLING ITSELF "EDDIE, THE GOITER BOY" SEE THE SIDE-
KICK CHARTS "YOU LOSE" GO TO II.

6- YOU ARE DIRTY AND BAD.

7- SHORTLY AFTER YOU LOSE YOUR CREDIT CARDS, THE IMPERIAL GUARDS
ARRIVE TO TAKE YOU AWAY - IT SEEMS SOMEONE SENT A \$50,000,000
WORTH OF SUPEREXTENDO NUCLEAR MASSAGE RODS TO PRINCESS
NOSTRILLA DURING HIGH MASS, THE FACT THAT SHE ACCEPTED DELIVERY
NOTWITHSTANDING, YOU ARE SENTENCED TO RANDOM DEATH;
EVERY CELL IN YOUR BODY IS SATURATED WITH NAMDNITE AND YOU
WILL EXPLODE SOMETIME IN THE FUTURE, ALL FLAME WEAPONS
DO YOU DOUBLE DAMAGE. GO TO C.

8- YOU SHOULD HAVE SUSPECTED SOMETHING WHEN YOU SAW THE ORBITAL
CLUB'S NAME WAS "THE COCONUT GROVE" AFTER MIRACULOUSLY
SURVIVING REENTRY, THEY PULLED YOU FROM THE FLAMING MASS,
BUT YOU NOW WEAR A PERMANENT RESPIRATOR AS YOUR
LUNGS RESEMBLE SMALLISH, DEEP FRIED EGGPLANTS. IRON
LUNG ARMOR A.L. 2-4 FEETS, GO TO G.

9- IN DESPARATE NEED OF CASH, YOU BECOME A HUMAN GUINEA PIG FOR
A PHARMACEUTICAL FIRM, AND QUICKER THAN YOU CAN SAY "MENGELLE"
THEY REMOVE YOUR SKIN, REPLACING IT WITH A SNUG WEB OF 2000
NICOTINE PATCHES, THEY SLAP 20 CHITS IN YOUR HAND, AND REQUIRE
YOU TO REPORT EVERY THIRD THURSDAY TO REPORT ON ANY ADVERSE
EFFECTS. +2 FEETS, -1 GREYMATTA, GO TO DD - THATS dd in capitals.

10- WHILE COOKING BREAKFAST ONE MORNING, YOU BURN YOUR FINGER ON THE
STOVE, JUMPING BACKWARDS AND KNOCKING A GLASS OFF THE TABLE.
DEFTLY SLAMMING YOUR HEEL DOWN ON A JAGGED SHARD, YOU SCREAM.
AT THE TOP OF YOUR LUNGS, CONVINCING MR DAWSON NEAT POOR THAT,
WHILE HE HAS BEEN DAYDREAMING ABOUT THE WOMAN WHO WORKS BEHIND THE
COUNTER AT THE PLACE WHERE HE BUYS HIS TRUST CLAMPS, HE HAS ACCIDENTLY
RUN OVER HIS YOUNGEST SON WITH HIS DICK CARIBOU TRIPLE PAN MULTI-
SHREDDER / LEAF INCINERATOR. MISTER MEGAMOW MAN, STRICKEN
SWEATIN' TO THE OLDEST, JUST TO MAKE HIMSELF PANT HARDER.
BUT LITTLE DID HE KNOW, HOWEVER, THAT THERE WAS A SHORT IN THE EQUALIZER
SO HALFWAY THROUGH, HIS CHARRED, FLICKING, AND GINGERLY SMOKING
PAISLEY GOLF SHORTS ARE BLOWN CLEAR THROUGH THE BAY WINDOW,
CONTAINING 63 PERCENT OF HIS CAJUN ROASTED ASS, SHOCKED
BEYOND ALL CAPACITY FOR FACIAL EXPRESSION, YOU STUMBLE OUT
OF THE HOUSE TO SURVEY THE WRECKAGE, ONLY TO TRIP OVER
THE SPRINKLER YOU FORGOT TO TAKE IN LAST FALL, AND DROP
FACE FIRST INTO THE STREET, DIRECTLY IN THE PATH OF YOUNG
NORBERT'S BICYCLE, Laden WITH UNDELIVERED NEWSPAPERS
THE CHILD, SWERVING POORLY RIDES STRAIGHT OVER THE
EMBANKMENT TO THE INTERSTATE, LANDING ATOP A PASSING
HONEYWAGON. MAKING FRIENDS, AND INFLUENCING PEOPLE 4. GO TO P.

11- SNEEZE WHILE TWO FISTING
IT AT A SHRIMP BUFFET.
YUP, TOTALLY BLIND. GO TO A.

BOXCARS - SNEEZE WHILE TWO
FISTING IT WITH A
SODOMY BIKER.
YUP, QUADRUPALEGIC-
HEEL ON OVER TO J.

EE. RELIGIOUS EPIPHONY (1)

1- THE LORD ACTUALLY APPEARS TO YOU, IN ALL HIS SCINTILALE AND HOLY GLORY. AS YOU'RE SITTING
ON THE HEAD PERUSING THE LATEST ISSUE OF "MOSTLY LEGAL". BUT AFTER HIS COELSCENCE,
HIS LOOKS ABOUT, PUZZLED, AND ASKS, "IS THIS ZIEZ?", "NEXT DOOR", "THANKS" AND IN A PUFF
OF FRANK INCENCE IS GONE. GO CLOSE, NEXT DOOR NEIGHBOR OF CHRIST. GO TO FF.

2- IN A VERY IMPORTANT LOOKING, OVER-SIZED ENVELOPE, COVERED WITH WARNINGS ABOUT POSTAL
CRIME OF VARIOUS TYPES, IS WHAT SEEMS TO BE A CHECK --- BUT WHEN YOU OPEN IT
IT'S EVEN BETTER - A PROCLAMATION FROM THE APOSTLE'S CLEARING HOUSE STATING:
YOU MAY ALREADY BE THE SAVIOUR!! TRY OUR BLESSINGS FOR 30 DAYS FREE OF CHARGE.
+1 TO ANY SKILL. GO TO H.

3- IN A FORTUNE COOKIE YOU RECEIVE THE FOLLOWING MESSAGE, "A BRAVE MAN MEETS CHALLENGE
WITH PRUDENCE, BUT A SMART MAN KNOWS THAT A SINGLE JUMPSLUG CAN BE COAXED TO EMIT
ITS JUMPWAVE BY WHISPERING SWEET NOTHINGS IN ITS EAR AND FLYING IT WITH A ROTTING
ADOLESCENT DIPPED IN DRAMBVIE. DON'T TAKE ANY WOODEN NICKLES!" THE UNIVERSE IS YOURS GO TO C.

4- TRAPPED ALONE IN THE ROOT CELLAR OF A MONASTERY DURING THE FIRE BOMBING OF PILGRIM IV, YOU
STAVE OFF STARVATION BY EATING 3 CASES OF COMMUNION WAFERS, AND, IN A DRY MOUTHED
TO EAT AGAIN. TAKE IT LIKE A MAN CLUSTER AT 2. GO TO W.

5- YOU DISCOVER THAT THE FATHER, SON, AND HOLY GHOST WERE ACTUALLY 3/4TH'S OF A
BARBERSHOP QUARTET IN THE 30'S, FAMOUS FOR THEIR RENDITION OF "Bill Bailey"
BUT ARE NOW PART OF THE SECRET POWERBASE BEHIND THE COW. BLACKMAIL
NETS YOU 500 CHITS/MOUTH. THEIR 4TH LOU "SWEET CHEEKS" ROSETTI COULD
NOT BE REACHED FOR COMMENT. GO TO D.

6- FIND GOD'S WALLET ON SUBWAY PLATFORAM! FAMILY SNAPSHOTS, TICKET STUB TO
"ANYTHING GOES", TWO CREDIT CARDS (AMEX CORPORATE, AND PENNEY'S) 1:
PHONE # FOR A "BABETTE" ON SANDS MATCHBOOK, PLAYERS CLUB CARD,
"LICENCE TO OOGLE", 80 (THAT'S INFINITE CASH). GO TO E.



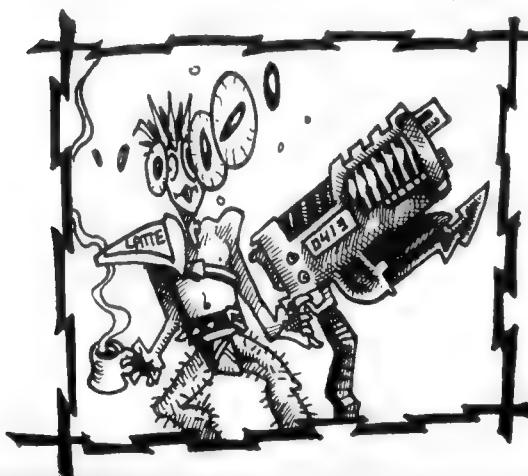
FF BAR (1)

- 1-  +1 MEAT
- 2-  +1 NUTS
- 3-  +1 GREYMATTA
- 4-  +1 MOUTH
- 5-  +1 FEETS

6- TOM COLLINS, 80 PROOF. FISTICUFFS CLUSTER AT 4. GO TO, KK.

GG CAFFINATED (1)

- 1- DECAFE, -1 NUTS, YOU HAZELNUT WUSS. GO TO X.
- 2- REGULAR, +1 TO ALL STATS FOR 1 "GAME HOUR" AFTER BREAKFAST. GO TO G.
- 3- LIGHT, AS REGULAR, PLUS A PERMANENT +1 NUTS FOR DITCHING THE SUGAR FAIRY. GO TO EE, HAIL JESUS.
- 4- BLACK, YOU BIG MAN, AS REGULAR, BUT +2 NUTS, SLEEP NOW OPTIONAL. GO TO AA.
- 5- ESPRESSO, +1 ALL STATS... BIAH, SLEEP... BIAH AND THE GOOD STUFF, +2 NUTS, +1 FEETS, GO MAN GO, TO F.
- 6- TURKISH, +2 TO ALL STATS FOR THE MAGIC HOUR, CAN DRINK MORE THAN ONE CUP A DAY, BUT YOU TAKE 5 DAMAGE LVL'S AUTOMATICALLY AS THIS FLESH EATING CAFF BURNS THROUGH YOUR INNARDS WITH ALL THE CARE OF A ROGUE BACKHOE. SPECIAL ATTACK: DRINK 3 CUPS AT ONCE, (AND TAKE THE 15 D.L'S) AND YOU CAN PISS PURE NAPALM (A/D 18/5), RANGE 10 FT. WITH A GOOD WIND. GO TO, N.



HH DEEP SHIFT NINE (1)

YOU LOSE - TRANSPORTER MALFUNCTION TURNS YOU INTO A SHAMELESS PLOT DEVICE, ROLL A DIE DAILY

- 1-3 SAFE, 4-6 KIDNAPPED BY CONVENTIONEERS AND KEPT CHAINED IN BASEMENT WELL (IT PUTS THE LOTION ON ITS SKIN...) GO TO, F.
- 3- YOU MUST FEED VOL. MAKING FRIENDS AND INFLUENCING PEOPPLE CLUSTER AT 3. GO TO B
- 4- THE PRETTY FLOWERS YOU BOUGHT FROM THE SMILING GUY IN THE JUMPSUIT SET IN YOUR FACE. YOU ARE HAPPY, EVERYONE MUST BE HAPPY. SMACK SKILL AT 3. GO TO D.
- 5- FORCED INTO COMBAT WITH SOME EXTRA IN A CHEAP DIMESTORE LATEX COSTUME STOLEN FROM THE SET OF "I WAS A TEENAGED CROCKMAN" - SOMEHOW THE BLAZING ARIZONA SUN MELTS THE LONG DORMANT "MAGUYVER OBLONGATA" SECTION OF YOUR BRAIN AND YOU DEFEAT THE DISGRUNTLED SAG. MEMBER WITH A HOMEMADE CANNON. TECH CLUSTER AT 2. GO TO I.
- 6- AFTER RECEIVING A GOOD, SOUND BONK ON THE HEAD, YOU WAKE UP THINKING YOU'RE SOME KIND OF INDIGENOUS AMERICAN. TO CREATE YOUR NAME, SIMPLY ADD AN "O" BEFORE THE LAST LETTER. KIROK, BILOL, STEVOE, PETEOR, OR BOOB. POSTURING CLUSTER AT 2. GO TO E.
- 7- FREE BAG OF 10 REGULATION DEATH... AH, RED SHIRTS TO PASS OUT TO YOUR FRIENDS. GO TO FF,
- 8- WHILE SURVEYING AN OUTLAND WORLD, YOUR CREW COMES ACROSS THE MANGLED, MELTED HUSK OF V-EERS OLDER, RETARDED BROTHER, VOY-ER. IT PLEADS PATHETICALLY WITH YOU TO LET IT TOUCH IT'S CREATOR, BUT INSTEAD YOU PRY OUT THE LP INSIDE AND SELL IT TO SIR MIX-A-LOT. PLUS 1000 CHITS. GO TO, J.
- 9- TEMPORAL ANOMALY - ROLL AGAIN. YEAH I HATE WHEN CHARTS DO THIS SHIT TOO. C'MON LIKE YOU COULDN'T THINK OF ONE MORE FUCKIN' THING, HAVE TO JACK US THROUGH IT ALL AGAIN? YEP, SO SORRY. BUT IT DOES KIND OF REMIND YOU OF THE SHOW, DON'T IT?
- 10- AROUND YOU, ENEMIES THAT WERE BEFORE THOUGHT OF AS REMORSELESS, GENOCIDIC, POWER HUNGRY, BACKSTABBING, INHUMAN FIENDS, THAT WOULD SKIN THEIR KIDS TO REUPHOLSTER THE DIVAN, SUDDENLY HAVE A CHANGE OF HEART, AND YOU CAN "UNDERSTAND" HOW THEY WENT AWRY. ROLL ONE d6, ON A 1-2 YOU CAN BEFRIEND ONE, AND NAME IT SOMETHING PLUSH AND MARKETABLE. GO TO P.
- 11- EVERY LANGUAGE, KNOWN OR UNKNOWN, REAL, GIBBERISH, HUMAN, MACHINE, OR ANIMAL, SOUNDS EXACTLY LIKE AMERICAN ENGLISH TO YOU. GO TO BB.

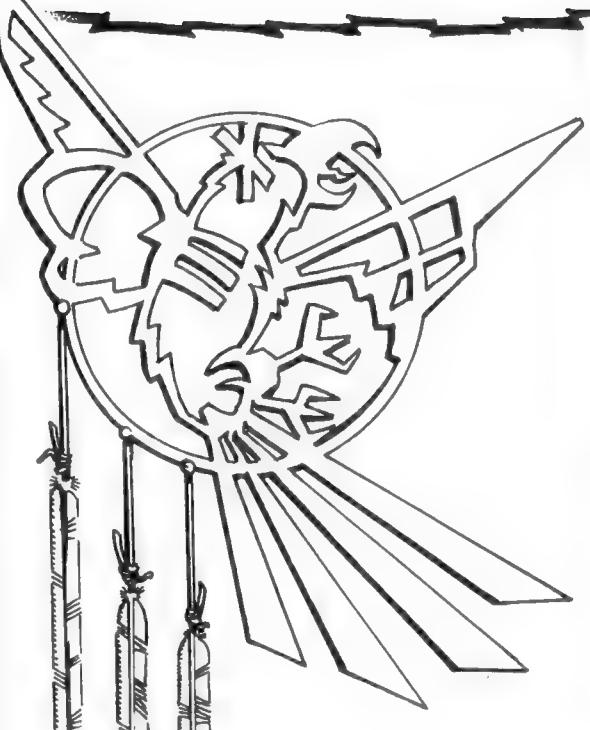
BOXCARs - IF YOU MAKE A GREYMATTA CHECK OF GERBL IN THE BATHHOUSE DIFFICULTY (-9), YOU MAY LET A WEAPONS LETHAL DISCHARGE PASS STRAIGHT THROUGH YOU, WITHOUT EVEN A STRETCH MARK. YOU JUST CONVINCE YOURSELF IT'S MERELY AN ILLUSION. GO TO L.

II MUTATIONS (1)

YOU LOSE - BULBOS SUBDERMAL WELLINGS OF PUS, BUILD TO THE SIZE OF TURKEY DUMPLINGS, BENEATH YOUR FOREHEAD, VENTRILQUISTIC POWERS, NOT SEEN SINCE LAMBCHOP. ALSO AT CERTAIN RANGES (2d6 FEET) MAKES A FINE SHOCK WEAPON (A/D 10/ STUNNED IN HORROR) GO TO, M.

- 3- CONTINUOUS MOLTING. CLEVER MUTANTS WILL SLIDE CAREFULLY OUT OF THEIR SKIN, FILL IT WITH HELIUM, PUT A HAT ON IT AND USE IT AS A BATTLE DECOY. ALSO MAKES GOOD SANDWICH BAGGIES GO TO, HH.
- 4- ALL YOUR LOWER VITALS ARE FINE EXAMPLES OF EFFICIENT BIOCHEMICAL MINITURIZATION, YOU HAVE A ONE SQUARE FOOT PERSONAL U-STOR- IT TO KEEP KNUCK KNUCK COLLECTION IN. GO TO U.
- 5- A THIN, BUT TOUGH CHITENOUS, FACETED, PLATING HAS FORMED BENEATH YOUR SKIN (A/R 5) GO TO, T.
- 6- BIOELECTRIC CAPACITORS FORM A WEB THROUGHOUT YOUR BODY. STORING UP STATIC THAT YOU MAY DISCHARGE UP TO (YOUR MEAT) TIMES A DAY. (A/D 7/1, WITH ASSISTANCE FROM ORIENTAL RUGS 1 1/2) SNAP, SIZZLE, POP, FRIED TESTES. GO TO, GB.
- 7- PRE HENSILE TAIL, PARTY ON, MONKEYBOY. GO TO S.
- 8- YOUR INNARDS ARE ABLE TO PROESS CRUDE OIL DERIVITIVES AND SOFT METALS FOR NOURISHMENT, SURE IT'S HANDY, BUT I DOUBT TOO MANY HAVE BEEN KEEPING TRACK OF YOUR IRON RATIONS. GO TO R
- 9- HYPERACTIVE WHITE BLOOD CELLS, ARE AS READY AND WILLING TO LEAP INTO ACTION AS A PACK OF BOYSCOUTS WITH THE HOT OIL AT A SPAUNA BATH. YOU HEAL AT A TRIPLE RATE. GO TO V.
- 10- YOUR EXTENSIBLE/ RETRACTABLE OPTIC NERVES MAY UNCOIL UP TO 3D6 FEET OUT OF YOUR HEAD. VERY POPULAR WITH THE LADIES. GO TO KK.
- 11- DETERMINED LUNGS. MAY BREATH ANY GAS OR LIQUID AT ROOMTEMPERATURE. GO TO, O.
- 12- INCREDIBLY RESILIENT INTERCELLULAR KNITTING ALLOWS YOU TO SURVIVE EXTREMES OF TEMPERATURE AND PRESSURE, UP TO, AND INCLUDING VACUUM, LONG ENOUGH TO SKIM THE BROTHERS KARAMAZOV (GREY MATTA IN HOURS) GO TO, H.

JJ DYN-MITE! Roll Your Own (1)



- 1- CAUGHT BY THE BORDER PATROL WITH 10 BOXES OF CONTRABAND CHEESECAKE, A DEATH SENTENCE IN MOST SECTORS. INSTEAD THEY SIMPLY FORCE FEED IT TO YOU. YOU GAIN 300 LBS. BUT WHAT'S THE PENALTY FOR OBESITY? GO TO W.
- 2- EXTENSIVE, ILLEGAL BIDENDORPHIN RESEARCH PERFORMED ON YOU BY YOUR GRANDPARENTS. 4 YEARS ARE BLOWN IN THE HALLUCINATORY WORLD OF "POPPY TOWN" WHERE YOU BECOME INTIMATE FRIENDS WITH MR. HAPPY SLACKS, PRINCESS MECONIUM, AND JARVIS THE DISCIPLINARIAN. THE PSYCHO PHYSIOLOGICAL DAMAGE IS EXTENSIVE AND OFTEN YOU WILL CONFUSE THIS WORLD WITH THAT. BUT YOU AWAKE WITH A +5 MEAT FROM THE ADRENO/ STEROID INJECTORS THEY INSTALLED. GO TO D.
- 3- A WEB OF CONNECTIONS STRINGS OUT FROM YOU, FROM THE LOWEST GUTTER TO THE HIGHEST ROSE WINDOW. NOTHING IS OUT OF YOUR REACH. BUT, REMEMBER THE BEST BUTCHER IS A VEGETARIAN. UPON MEETING NEW PEOPLE ROLL A D6. 1-3 YOU KNOW EM ALREADY, AND THEY OWE YOU. 4-6, YOU KNOW EM ALREADY, BUT WISH THEY'D JUST FORGET. GO TO V.
- 4- YOU COME HOME TO FIND YOUR SPOUSE PLAYING. "HIDE THE SALAM" WITH THE CAST OF "JOSEPH AND THE AMAZING TECHNICOLOR DREAMGOAT" SHOT EVERYONE AND WENT ON A NINE WORLD BENDER, NOW YOU'VE FINALLY COME TO AND YOU HAVE NO IDEA WHERE YOU ARE, WHO YOU ARE, AND HOW'D YOU GET ALL THIS STUFF. GO TO Q.
- 5- STILL COMMING DOWN FROM THE JAG PATCH YOU SLAPPED 8 MONTHS AGO. INFECTS YOUR STOMACH LINING WITH MICRORGES DESIGNED TO TRANSMUTE ANY LIQUID INTAKE STRAIGH TO JAGERMIESTER -2 GREMMATTA, -2 FEETS, +3 MOUTH, +4 NUTS, IMMUNE TO DISEASE (THAT SHIT WILL KILL ANYTHING) GO TO R.
- 6- IN THE AFTERMATH OF THE VICIOUS BATTLE OF BAKLAVA, SHIP WITH THEIR BELLIES TORN WIDE TO THE FREEZING HOOVER OF SPACE LIKE SO MANY ANDROID CAESARIANS, WERE RIFE FOR THE PICKING. TO THE NIMBLE FINGERS OF ENTREPRENUERIAL WAR PROFITEERS, YOU AND YOUR ASSOCIATES COME ACROSS THE MOTHERLOAD, THE FRIGATE 'BASS DIFFERENS' CALLED "MOOSE", ORDERED SPECIAL BY THE BAKLAVIAN WAR COUNCIL TO HELP THEM HATCH A PLAN TO SAVE THEIR WORLD. MOOSE FORCES THE CREATIVE CENTERS OF THE BRAIN INTO OVERDRIVE, TURNING THE USER INTO AN INTELLECTUAL JUGGERNAUT. YOU BECOME FABULOUSLY RICH SELLING TO ALL STRATOS OF SOCIETY (especially the Dickens Boys) AS WELL AS HOPELESSLY ADDICTED +5 GREMMATTA. GO TO C.

KK. IT'S Rainin' MEN (0)

HALLELUJAH!

- 1- HOOKS TO WIRES, WIRES TO CHAINS, CHAINS TO TIGHT CHAFING RUBBER PANTS, COMPACTING A FULL BLADDER, ON A DIET OF NOTHING BUT BRAN. LOVIN' IN THE OVEN. +1 NUTS GO TO A.
- 2- YOU SIMPLY FIND IT IMPOSSIBLE TO WALK WITHOUT FOUR POUNDS OF SUCF IN YOUR SHORTS. GO TO C.
- 3- ARMOR CROSSDRESSING. IT LIFTS AND SEPARATES. FRIENDS AND INFLUENCING PEOPLE AT 2. GO TO E.
- 4- AS AN INFANT, SHE SANG TO YOU, TELLING YOU TALES OF SWEET CINNAMON DAYS AND LANGUID NIGHTS SWADDLED IN THE SLOW DANCE OF FIREFLYS. SHE HELD YOUR HAND THROUGH YOUR FORMATIVE YEARS, TEACHING, COMFORTING YOU. SHE WAS EVERYTHING EVEN WHEN YOUR PARENTS WERE DRAGGED TO THE PITS. YOU DIDN'T CRY UNTIL YOU SAW IT IN HER FACE. CATHODE RAY TUBE. REALITY IS ONLY VISIBLE THROUGH HER EYES. TECH CLUSTER AT 3. ONLY BELIEVE THINGS ON TV. GO TO U.
- 5- DON'T WORRY. YOU'VE NEVER DONE ANYTHING ABOUT IT, YOU CAN KEEP IT IN CHECK. YOU HAVE TO. IT'S JUST... THE CREAMY FILLINGS, THAT TEMPTING SHAPE. DONUTS, CRULLERS, A SHAME TO MERELY CONSUME. NUTS +1. GO TO G.
- 6- YOU DO IT FOR THE PRETTY, PRETTY BIRDS. STONE HAWKS, IRON SANDPIPER, BONE FLY, YOU AND A LITTLE PLASTIQUE. FAR COMBAT CLUSTER AT 3. GO TO M.

POPE MAN

GRAYMATTER: 4

MEAT: 8/6

MOUTH: 8

FEET: 7

NUTS: 5

TOTAL
ARMOR: 12



-SKILLS-

SHOOTIN' PRETTY BIG RELICS: 12

SEEK THE GUILTY: 10

ORGANIZE BINGO: 10

RUNNING BLINDLY INTO
ETERNAL DAMNATION
(CAUSE GOD IS ON
YOUR SIDE)

11

MAKE
SINNERS
STOP SINNING
WITH YOUR FIST:
12

PONDEROUS RHETORIC:
14

DRAMATIC ENTRY: 8

CAUSE BURNING IN
HELLISH AGONY: 12

EQUIP-STUFF

MITRE-MAX PAPAL
PROTECTION GEAR
(ARMOR 6)

RELIC LEVEL 6
CRUSADER ASSAULT
CANNON
16/2 (+4)
Pepper up
to 3/C

REALLY,
HOLY
EYESCOPE /
(BUILT INTO HELMET)

HOST, MASS EQUIPMENT

CLOAK OF LEVITATION
(THE CLOAK LEVITATES
THAT IS, NOT HIM, BUT
MAKES A GREAT CONVERSATION
PIECE AT PARTIES)
200 grobules.

STEEFAL ABILITIES:

TURNS UNDEAD ON A (6+
What ever they are)

THROW

CONTRARY TO POPULAR BELIEF, EVIL IS NOT ALWAYS THIS DARK ANCIENT, BROODING, DRESSES IN BLACK, HAS HORNS AND LIVES IN A FIRERY PIT THING. INSTEAD, I HAS MANY GUUSES. SOMETIMES EVIL

PRESENTS ITSELF AS SAY AN OVERPRICED RESTAURANT, WITH MEDIOCRE FOOD, AND A SNOOTY WAITSTAFF. MORE OFTEN HOWEVER IT SIMPLY COMES AS ONE OF THOSE "ERNEST" MOVIES, OR A SYNDICATED COMIC STRIP THAT KEEPS APPEARING IN THE NEWSPAPER, WEEK AFTER WEEK, EVEN THOUGH NO ONE THINKS ITS FUNNY. EVIL IS VERY INSIDIOUS THAT WAY.

THEN THERE IS THAT WHOLE "GOD LOVES EVERYONE" BULLSHIT. AS A REPRESENTATIVE OF THE VICAR OF CHRIST, I FEEL DUALLY AUTHORIZED TO TELL YOU THAT GOD

ALSO HATES THAT PEA BRAINED, KEG-STANDING JOCK THAT LIVES UPSTAIRS FROM YOU, BLASTING AN ENDLESS SUCESSION OF JIMMY BUFFET TUNES (MARGARITAVILLE... YUP,

EVIL). AND HE IS NOT WATCH-

YOU ALL OF THE TIME EITHER, SURE HE CHECKS IN FROM TIME TO TIME, BUT HONESTLY, HE HAS BETTER THINGS TO DO, OMNICIENT OR NO, THAN TO KEEP INTERRUPTING HIS COSMIC PARCHESI GAME TO SEE YOU WATCHING "HEE HAW" RERUNS ON THE SUPERSTATION (THAT'S RIGHT, BLACKEST, FOUL, EVIL)

THAT'S WHERE ME AND THE LAD COME IN, WE PUNISH EVIL WHEREVER WE FIND IT, WHICH JUST HAPPENS TO BE PRETTY MUCH EVERYWHERE. NO PALADIN AM I, JUST A RULER ON THE COLLECTIVE KNUCKLES OF HUMANITY, IF YOU WOULD, THE THREE INCH LEATHER BELT OF GOD, ADMINISTERING THE SWIFT BACKHAND OF JUSTICE, AND THE HELPFUL BUT, PLAYFUL SHOVE OF REMPTION TO EVIL, WHERE EVER IT IS FOUND.

ALTAR BOY AKA: DANNY DARING

GREYMATTER: 7

MEAT: 2

MOUTH: 4

FEET: 8

NUTS: 4

OLDNESS: 13

BENT:
FUCKED
UP BUT
NEVER
BEEN
KISSED

HOOTAR ARMADA

:3 (hey,
the things
almost a dress)

SKILLS

LIGHTBULB: 10

SNEAK: 11

MARTYR FETISH: 10
(ONLY REGARDING P.M.)

TRAPEZE ARTISTRY: 14

PSYCHO BRUCE LEE SHIT: 12

PUMMEL SOMETHING WITH
THE ASSISTANCE OF A
SACRED ARTIFACT: 6

POUTING LIPS: 9

RUN IN TIGHTS: 13

TYING KNOTS: 14

THRIFTY: 10

-EQUIPSTUFF-

SACRAMENTAL ROBES (ARMOR 1)
WITH SCALED THONG

CANDLE SNUFFER (A/D 8/1)

BARREL OF MONKEYS GRENADE

FUZZY SLIPPERS

PAJAMAS WITH FEET

POUCH OF IRON RATIONS.



TOOL

GREYMATTA: 10

MOUTH: 4

MEAT: 6

MEAT (CYBER ARM): 11

FEET: 4

NUTS: 5

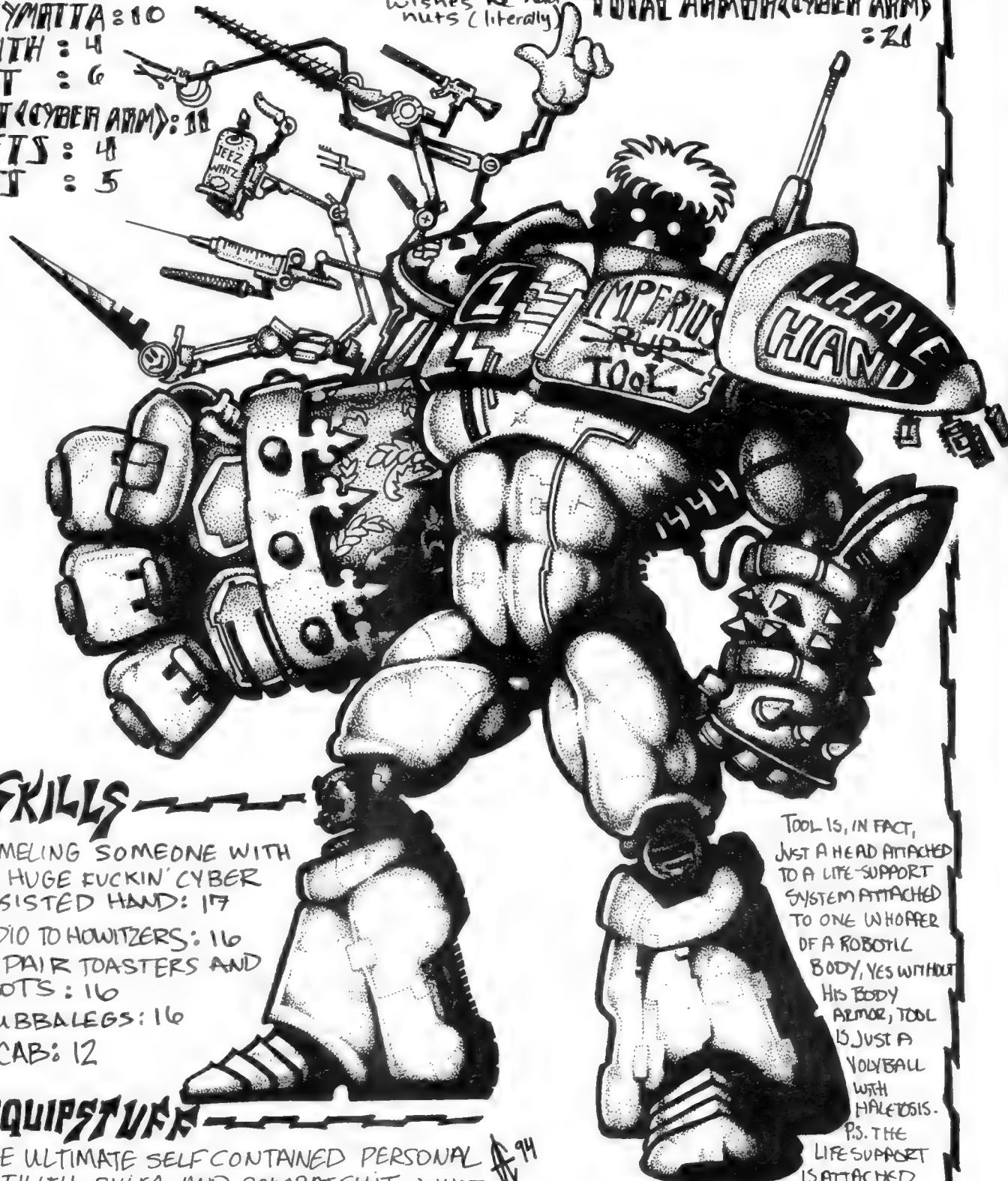
OLDNESS: n/a just a head
BENT: fucked up and
wishes he had
nuts (literally)

SEX: HELLO!, We's just a head

TOTAL ARMOR: 16

TOTAL ARMOR (CYBER ARM)

= 21



SKILLS

PUMMELING SOMEONE WITH
THE HUGE FUCKIN' CYBER
ASSISTED HAND: 17

RADIO TO HOWITZERS: 16

REPAIR TOASTERS AND
'BOTS: 16

RUBBALEGS: 16

SCAB: 12

EQUIPSTUFF

THE ULTIMATE SELF CONTAINED PERSONAL
UTILITY, EVIRO, AND COMBATSUIT, WHAT
MORE DOES A MAN NEED.

TOOL IS, IN FACT,
JUST A HEAD ATTACHED
TO A LIFE-SUPPORT
SYSTEM ATTACHED
TO ONE WHOPPER
OF A ROBOTIC
BODY, YES WITHOUT
HIS BODY
ARMOR, TOOL
IS JUST A
VOLYBALL
WITH
HALETOSIS.
P.S. THE
LIFE SUPPORT
IS ATTACHED
TO THE HEAD, NOT THE BODY, HE
CAN SURVIVE WITHOUT HIS BODY.

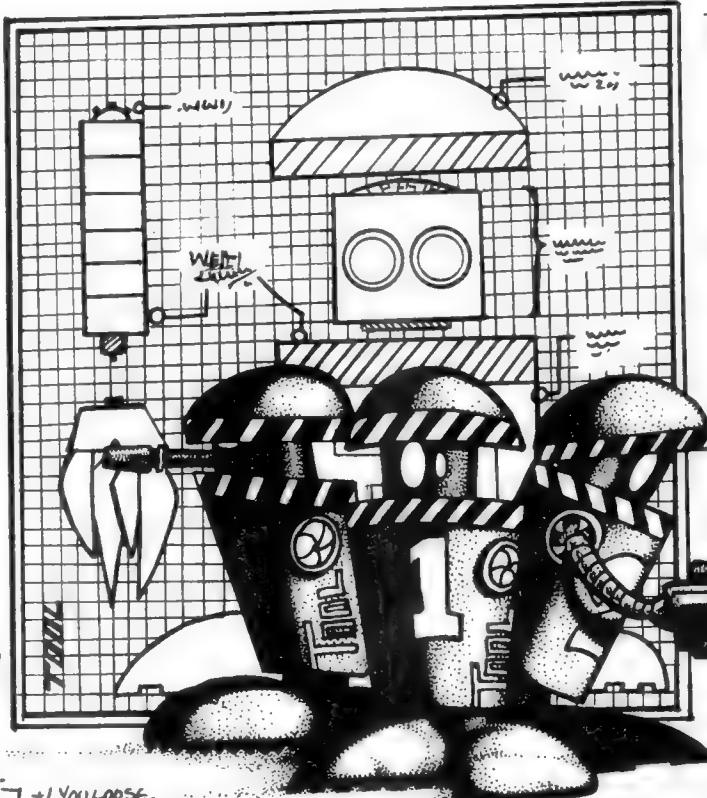
THE ROYAL RETAINERS INSISTED THAT I ATTEND THE PARTY ON MORTY'S BARGE OF UNEARTHLY DELIGHTS, THAT I DIDN'T HAVE TO BE PRESENT AT THE FINAL FITTING SESSION, BECAUSE ANY MORON WITH HALF A BRAIN COULD DO THE INSEAM MEASUREMENT. AFTER ALL WHAT DOES IT TAKE BUT A TAPE MEASURE, AND A SET OF FAIRLY DISCREET FINGERS. GRANTED, IN THE FIELD OF CUSTOMIZED PERSONAL PROTECTION DEVICES, WE WORK WITH VERY CLOSE TOLERENCES. BUT AT THE SAME TIME, I HAVE YET TO FIND A CLIENT WILLING TO LET ME PUT HIS MEAT WHERE

GADGETS GADGETS
OBEDIENT TOOLS
OF THOMAS ALVA
EDISON GIVE ME
MORE GIVE ME
TOYS TOYS

THE GADGETS BUILT INTO
TOOLBOT'S ARMOR: FULL

TOOLMASTER WORK KIT,
INSTANT MINEFIELD
DISPENSER, WATER
CANNON*, boot jets
(capable of escape velocity, but
without a helmet... pop)
drill finger, cheese food
dispenser, hot dog
WARMER, FRYDADDY,
COMMUNICATIONS AND,
ELECTRONIC WARFARE SUITE.

*9/4(+1)/66'(PEPPERZ)/C L15/REFILL] +1 YOULOOSE.



TOOLBOTS

MEAT:	4	TO AS:	10
MOUTH:	0	ATTACK:	8 (12!)
FEET:	2	VALUE:	8 (12!)
G. MATTA (INDIVIDUAL)	0		1
G. MATTA (COLLECTIVE)	0		4
NUTS (INDIVIDUAL)	0		0
NUTS (COLLECTIVE)	0		6

THE TOOLBOT ARE TOOLS OWN PRIVATE ARMY OF COLLECTORS, SPIES, GUARDS, AND FRIENDS. AT ANY TIME HE USUALLY HAS THREE ATTENDING HIM. CAN MAKE MORE AT THE RATE OF ABOUT ONE A WEEK WITH THE CORRECT EQUIPMENT. Each has 1 gadget or minor weapon built in.

MY MICROMETER WAS. SO IT JUST GOES TO SHOW YOU THAT IF YOU WANT THE JOB DONE RIGHT, NEVER LEAVE IT TO SOME SECOND RATE, NO TALENT, SLACK ASSED, GOOD FOR NOTHING, DINKWAD OF AN ASSISTANT, WHEN YOU COULD DO IT YOURSELF. GRANTED MY NAME MAY BE TOOL, BUT I THINK HIS SHOULD BE LEGALLY CHANGED TO "LOBOTOMIZED VIA GARDEN WEASEL". REGARDLESS I WAS THE ONE GIVEN THE OPTION OF DEATH BY OPEN PIT BROASTING, OR SPENDING THE REST OF MY MISBEGOTTEN LIFE AS A GUEST AT THE HOTEL HÖL. AT LEAST I MANAGED TO PACK MY PERSONAL ARMORED BATTLESUIT, MOST OF IT ANYWAY, AS THE CYBERNETIC CONTROLLER HELMET THAT WOULD ALLOW ME TO BE A HEMORRHAGING ARTERY OF A COMBAT JUGGERNAUT. SOMEHOW FILED IT AWAY WITH THE LOST LUGGAGE IS SOME COSMIC EQUIVALENT OF NEWARK.

IT COULD HAVE BEEN WORSE I SUPPOSE, NOW AT LEAST I'VE HAD TIME TO WORK ON THOSE DESIGNS I COULD NEVER GOTTEN OFF THE DRAWING BOARD BACK HOME, LIKE THESE LITTLE 'BOTS, AT LEAST I KNOW THEY'RE STUPID, AND ANYWAYS IT'S NOT LIKE THERES A SHORTAGE OF MATERIALS LYING ABOUT.

THE SPUD

GREYMATTA: 3

MEAT: 1 (5 = EXOSKELETON)

MOUTH: 10

FEET: 8

NUTS: 10

TOTAL ARMOR: 5 (cyberexoskeleton)

OLDNESS: LAST FALLS HARVEST

BENT: Fucked up. AND EATS KIN.

SEX: SORRY NO MATTER HOW MUCH HE WANTS IT HE JUST CAN'T SUPPRESS THE URGE TO BUD, AND PUT DOWN ROOTS.

SKILLS

READ TOO FAR INTO INNOCOLS COMMENT: 9

FLY INTO HOMICIDAL RAGE: 16

SEEK THE GUILTY (because no ones
innocent): 6

MAKE SOFT THINGS SCREAM AND BLEED WITH
THE ASSISTANCE OF A POWERED KITCHEN
IMPLEMENT (because their skin is
being flayed off in small thin strips): 7

SNEAK: 14

MAKE FIRES: 6

TURN FRYALATOR INTO HOWITZERS: 4.

RUN REAL FAST (well for
a potato anyway): 7

FLEX DRAMATICALLY: 2 (as if)

SPECIAL ABILITIES

Being an actual mutant potato,
the spud can regenerate from any
damage including death, simply by
being buried in warm soil.

EQUIPMENT (STUFF)

DOMESTIC WARRIOR, POWERED MOLYBDENUM,
TITANIUM CARROT PEELER AND 19/1

STASH OF CHIPS (various types + flavors)

ALX-73 "STARCH MODIFIER" exocyber
System including 3 ARMS (gripping
power of MT 8)* ARMORS AND STRENGTHENS
THE SPUDS ENTIRE BODY. ADDS +4
TO MEAT.

OTHER: -8 TO BE SHOT AT (WICKED PISSA SMALL)

*pinch. SPUD CANNOT BE SURPRISED AS HE IS
COVERED WITH EYES.



BOTH THE
DRAWING
OF THE SPUD
AND TATER
TOT ACTUAL
SIZED

I WAS A BAD SEED, ROTTEN TO THE CORE. EVERYONE ALWAYS SAID NO GOOD WOULD COME OF ME. MY DOCTOR TOLD ME IT WAS STRESS RELATED, THE PRESSURES OF BEING A RUSSET IN THE WHITE MAN'S WORLD SURE. I WAS A LITTLE ANGRY AND A LOT BITTER.

PEOPLE MAKE ME OUT TO BE THE BAD GUY, BUT IT'S NOT MY FAULT, SOCIETY MADE ME WHAT I AM.

I WAS RUNNING WITH A BAD CROWD, SALTY JOE, TOMMY SOUR CREAM JIMMY PRINGLES, THAT WHOLE GANG WERE NOTHING BUT TROUBLE

JUST OUT TO SCORE SOME CHIVES OR DILL.

YEAH, ALRIGHT, I WAS ON THE CHIPS THEN, I EVEN DABBLED IN HASH BROWNS, HOMEFRRIES, AND TRIED THOSE SWISS-STYLE RÖSTI THINGS (THEY SERIOUSLY FUCK YOU UP MAN, I STILL WAKE UP WITH THE SWEATS SOMETIMES.).

I TRIED TO STRAIGHTEN UP AND FLY RIGHT, BUT STILL, NO ONE TOOK ME SERIOUSLY. I EVEN ATTEMPTED TO JOIN THE ARMY, FIGURED THE DISCIPLINE WOULD DO ME SOME GOOD, BUT THEY HAD SOME SORT OF STUPID HEIGHT REQUIREMENT THING. THAT AND THEY TOLD ME K.P. DUTY WOULD BE CONSTRUED CRUEL AND UNUSUAL PUNISHMENT. I STILL DON'T GET THAT.

SO I FIGURED, WHO NEEDS 'EM ANYWAY, AND I STARTED MY OWN MERCENARY FORCE. JUST ME AND MY STUPID PUNK OF A COUSIN, TATER TOT. DON'T TELL HIM I SAID IT, BUT THE KID'S ALRIGHT, A LITTLE QUIET AT TIMES, BUT DON'T LET IT FOOL YOU, HE'S JUST AS STARCHY AS ANYONE I KNOW.

WELL I GUESS THE WORLD JUST ISN'T READY FOR A VEGETABLE MUTANT SUPERGROUP, 'CAUSE NO SOONER HAD THE TOT AND I STARTED KICKING SOME SERIOUS ASS WE WERE ARRESTED AND CHARGED WITH "BEHAVIOR UNBECOMMING A TABLESCRAP" OR SOME SUCH TRUMPED UP CHARGE, IT WAS BULLSHIT, BUT HERE I AM ON HELL, ANGRY AS ALL HELL AT THE WORLD, SO NO JOKE'S PLEASE. I'VE HEARD THEM ALL, AND DON'T THINK THEM HUMORLESS. AND SURE, I STILL ENJOY SOME SALT AND VINEGARS NOW AND THE, JUST TO TAKE THE EDGE OFF.

TATER TOT: SEX: HUH? DENT: needs ketchup.

GREYMATTA: 0
MOUTH: -2
MEAT: 0
NUTS: 10
FEET: 10

SHILLS
RUN REAL FAST: 16
SPOT WASTIT: 6
RUNNING BLINDLY INTO ETERNAL
damnation (because what
HELL you're shock food): 16

TOTAL ARMOR: 0
CAPE
KNEEPADS
FOREHEAD TATTOO

EQUIPSTUFF

TOT IS
under
the
wicked,
Pissah,
small
modifier
-10 on
all attack
rolls
against
him.

(THAT'S
PISSAH
WITH
AN
H")

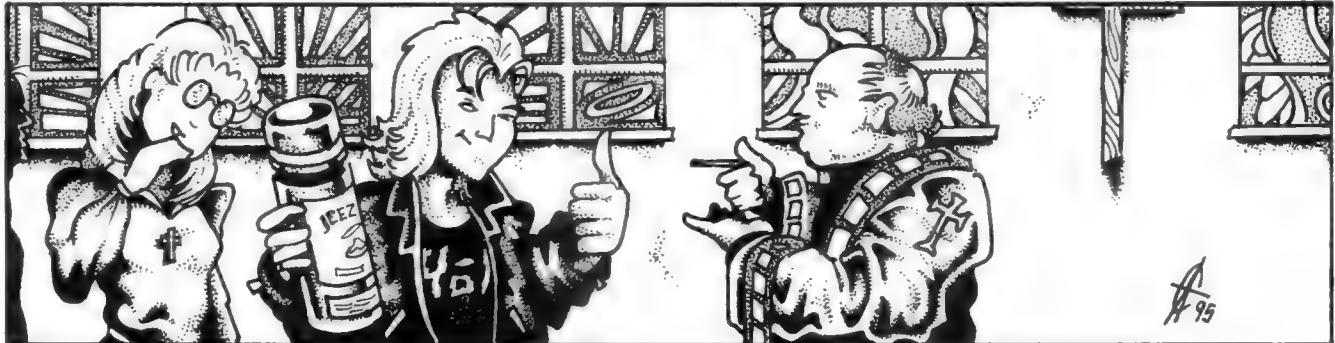
*RUBON.
(HOW DO
YOU TATTOO
A POTATO
SNACK?)

\$1.95



Tired of the same old, boring, communion wafers? The sacreligious dull colors, the faithless crunch, and that heretical aftertaste? Body of Christ indeed. The Lord Almighty never intended such a blasphemous repast. Well now you can spice up that sacrament with JEEZ WHIZ.® So when Father Murphey says "Body of Christ?" you can say A-MEN to that!

JEEZ WHIZ, mmm. Now that's good Communion.



* Made with real processed Christ Food. Jeez Whiz is a Trademark of The Hutch® family of fine foods.

* = NEW SKILL (HORAY!)

NEW SKILLS

AND THOSE OH-SO-COOL CHARACTER GENERATION SKILL CLUSTER LISTINGS (AREN'T THEY CUTE). GRIP YOUR LOVED ONE TIGHT, MAKE PEACE WITH YOUR LTD'S, HERE WE GO. LET'S START WITH THE CLUSTER LISTINGS, AS THEY PRETTY MUCH SPEAK FOR THEMSELVES AND EASE INTO THE JUICY NEW SKILLS LATER ON - K? OKAY THEN.

VIRTUAL ANXIANCE : PONDEROUS RHETORIC, THE DOZENS, MAKE A FUNNY, THIRD PERSON NARRATION, SCATHING (OOH GOOD CLUSTER) SARCASM, BARBARIC YAWP, SCRAMBLING YAWP, RULESMASTERY

MAKING FRIENDS AND INFLUENCING PEOPLE : EXPLAIN ANYTHING

WHINING TILL YOU GET WHAT YOU WANT, MAKE SOMEONE ST... UH... MAKE PEOPLE DO YOUR BIDDING BY SCREAMING UNINTELLIGIBLY, MAKE ANYTHING YOU SAY SOUND MORE IMPORTANT THAN THE VOICE OF GOD.

FISTICUFFS : MAKE SOMETHING STOP LIVING WITH YOUR FIST, THAT PSYCHO BRUCE LEE SHIT, COMPREHENSION THROUGH PUGILATION, ARM TONGUE ETC. WRESTLING. *MAKE SOMETHING STOP COMPUTING WITH YOUR FIST.

CLOSE COMBAT : PUMMELING WITH THE ASSISTANCE OF A LARGE OBJECT, MAKE SHARP THINGS GO THROUGH SOFT THINGS THAT SCREAM AND BLEED

FAR COMBAT : SHOOTIN KINDA GUNS, WICKED QUICK DRAW, ULTRA HUCK (YES I KNOW WE WERE HEAVILY SEDATED WHEN WE MENTIONED IT IN THE FIRST BOOK, BETTER LATE THAN NEVER)

SOCIAL INTERACTION : IMPERIAL ETIQUETTE, LANGUAGES AND MIMICED SLANG, FLATTERY AT A POLITICAL NEGOTIATION, SURRENDER AND LOOK LIKE A MAN.

POSTURING : INTIMIDATING STARE, DRAMATIC ENTRY, FLEX DRAMATICALLY

TECHNOLOGY : REPAIR TOASTERS AND STUFF, TURN RADIOS INTO HOWITZERS, SCIENCE AND EVERYTHING ELSE YOU FAILED IN HIGH SCHOOL.

TAKE IT LIKE A MAN : EAT ANYTHING, TOLERATE HIDEOUS AMOUNTS OF BLOODY MUTILATION AND STILL EAT FAST FOOD, WITHSTAND / ENJOY HELLISH AGONY, WITHSTAND BAGPIPES, MARTYR FETISH,

FANCY-BOY : POETRY AND CLASSICS, SUDDEN PHILOSOPHICAL TENDENT, ORGANISE FUNDRAISER, *FLY INTO HOMICIDAL RAGE (WHY ELSE WOULD ANYBODY TAKE THIS CLUSTER - HEY NICE BINGO NIGHT PAC!)

PERCEPTION : SPOT WASTIT, LIGHTBULB, SEEK THE INNOCENT / GUILTY

PILOT : OPERATING VEHICLES, OPERATE STARSHIP AND CHEW GUM AT THE SAME TIME,

MOVE / MANO RIVER : RUN REAL FAR, RUN REAL FAST, RUN WI SCISSORS, RUN BLINDLY INTO ETERNAL DAMNATION CAUSE YOU THINK YOU CAN WIN, THE RUNS (JUST HIDING)

TORTURE : CAUSE HELLISH AGONY, BALLOON ANIMAL CONSTRUCTION, RULESMASTERY (HOW COME ON CAN YOU HONESTLY SAY IT DOESN'T DESERVE TO BE IN BOTH CATEGORIES?)

SPATTERS : JUMPSLUG HANDLING, *CRITTER TRAINING HEALTH / MEDICAL (ALL NEW) : SMACK, SLAB, HORNY SCRAB, MAKING FRIENDS, RUBBAGE

BOZO (ALL NEW) : CLOWN OF ALL TRADES, RUN IN BIG SHOES.

CLARABELLE : INSTAGROOM, OPERATING VEHICLES COOLER THAN THE FAMILY SEDAN, MIME, ODECAY REAKERBAY, NEWSHOES FOR DADDY, FUN WITH BUGS, RUN IN BIG SHOES. (ALL NEW)

PENNYWISE : BEDTIME FOR BONZO, JUGGLING ANYTHING SMALLER THAN AN AFRICAN BULL ELEPHANT, SHOE KATA, SHOOTIN HINDA SMALL GUNS EXPERTLY, KNIFESHOW, THROW PIE, RUN IN BIG SHOES (ALL NEW)

SALISBURY : SNEAK, *TIE KNOTS, *STARTING FIRES, THRIFTY, *LUG M-60 ON A 12 MILE HIKE, POUNDING CVERO.

FLY INTO HOMICIDAL RAGE : THIS SKILL COVERS THOSE WHO, WITH YEARS OF MENTAL DISCIPLINE AND ABSOLUTE CONTROL OF BOTH ID AND SUPER EGO CAN FORGO THE NORMAL FRENZY RULES FOR SOMETHING FAR SIMPLER. XDAM (NO DODGE).

NO NOT THE FLY INTO HOMICIDAL RAGE CLUSTER, I'VE JUST STARTED THE NEW SKILLS HERE TO CONFUSE YOU.

RAGE MAY BE USED IN H.T.H. ONLY ONCE ACTIVATED. YOU MUST ROLL A FURTHER NUTS ROLL (-4) TO "COME DOWN" OR YOU CONTINUE ATTACKING ENEMIES THEN FRIENDS THEN YOURSELF.



NEW SKILLS

SCRAMBLING YAWP: MUCH LIKE BARBARIAN YAWP EXCEPT THAT YOU DONT FEEL LIKE A GOD AND THE MACHINE WHO IS THE OBJECT OF YOUR EMINENCE MUST PASS A KINDA OVERWHELMING (-2) GM TEST OR BE -4 ON ALL ACTIONS WHILE IT FIGURES OUT WHY THE SHITHEAD (THATS YOU) IS TAUNTING HIM SO. (MOUTH SKILL)

MAKE SOMETHING STOP COMPUTING WITH YOUR FIST: IN ADDITION TO DAMMAGE, WHEN YOU FIGHT A MACHINE WITH YOUR BARE HANDS, IT SUFFERS -1 TO ALL ACTIONS/PTDAM. ITS NOT LIKE ITS A GOOD IDEA HOWEVER "YEAH GO AHEAD. PUNCH THE TANK OLAF! PUNCH THE TANK!" (GM) (SKILL) **ELTAFA-HUCH & "THROW THE TANK OLAF!"** (CHARACTER CAN THROW (WITH THIS PHYSICS DEFYING SKILL) HIS MT. TIMES 200 LBS IN MT. YARDS. NEGATIVE MEAT RATING CHARACTERS ARE PILE DRIVEN INTO THE PLANET'S CORE. (MEAT SKILL)

CRITTER TRAINING: INSERT YOUR CRITTER (EXCEPTIONS INCLUDE: JUMPSLUGS, NECRO DOODLES, AND IRISH) ALL OTHER ANIMAL FORMS CAN BE MADE TO (EVENTUALLY) SEE THE LIGHT. (NUTS)

* **OWN OF ALL TRADES:** THIS ONE SIMPLE SKILL ENCOMPASSES THE ENTIRETY OF ALL OTHERS. IN OTHER WORDS IT CAN BE USED FOR SHOOTING THE BAD GUYS HEAD OFF, APPRAISING PROPHETICALLY FOR THE MISS, BANDAGING HIS EAR, AND HIGH-TAILING IT OUT OF THERE ON YOUR HYDRO SLOOTER. (NONE) THATS RIGHT THIS SKILL DOES NOT FALL UNDER ANY STAT AND THEREFORE WILL NEVER ADD ANYTHING BUT THE SKILL LEVEL (1-6) TO YOUR ROLL.

* **FLIN IN BIG SHOES:** THIS IS THE ALL PURPOSE OPERATE UNDER EXTREME DURESS SKILL. IT CAN BE USED TO OFFSET ANGUISH (ROLL R.I.B.S., SUBTRACT THE # OF WOUNDS, SUCCESS = YOU MAY IGNORE THE WOUNDS MODIFIERS) IT MAY ALSO BE USED TO FUNCTION NORMALLY WHILE, SAY, TIED UP WITH STEEL COIL, THOUGH WE WOULD CONSIDER THIS 'LEMING ON A BEACH SIDE CLIFF' DIFFICULT (-9), BUT SUCCESS = YOU CAN WIELD YOUR CHAIN-SAW YO-YO EVEN WHILE SO TIED (FOR THIS ROUND ANYWAY). (ITS A FEET SKILL FOR MANOUEVERS, NUTS FOR PERSEVERENCE).

* **INSTAGROOM:** ONE MOMENT YOUR COVERED IN BLOOD, GUTS AND GUN POWDER, THE NEXT YOU'RE IN YOUR BEST SPOTTED JAMMIES, HAIR COMBED, TEETH BRUSHED AND NO ONE'S THE WISER. ALSO USEABLE TO DISGUISE (FEET SKILL)

* **OPERATING VEHICLES COOLER THAN THE FAMILY SEDAN:** FROM YOUR LITTLE SISTER'S BLACK PLATED TRICYCLE WITH BRASS TRIM TO THE PAPAL BLESS STAR, IF IT'S HIPPER THAN THE FAMILY TRUCKSTER YOU CAN DRIVE IT (NUTS SKILL (YA GATTA BE COOL TO DRIVE THIS))

* **MIME:** THE ART OF MISDIRECTION OF YOUR OPPONENT ONLY SEEING WHAT YOU WANT HIM TO SEE (GM SKILL)

* **DECAY FEATHERBAY:** PIGLATIN... JUST HIDDING DESCIPHERING ENCRYPTED MESSAGES (GM SKILL)

* **NEW SHOES FOR DADDY:** ROLL THEM DICE, BLUFF THAT HAND, EAT THAT PAST - ITS FRESHNESS DATE MEAT, IF ITS GAMBLIN YOUR AFTER THIS IS THE SKILL FOR YOU (NUTS SKILL)

* **FLIN IN THE PUGS:** NO THERE REALLY IS A TRAP DOOR BENEATH THE CENTER RING, ITS JUST A MATTER OF 20 GUYS IN FUNNY CLOTHES WHO KNOW HOW TO BEND THEMSELVES SMALL ENOUGH TO FIT IN THE GLOVEBOX OF A VOLKSWAGEN BUG. (ONTORTIONS: (FEET SKILL))

* **BEDTIME FOR BONZO:** SOMETIMES THE VICTIM MUST BE TAKEN ALIVE. DAMAGE IS DONE IN SLEEPY POINTS, TAKE YOUR OPPONENT DOWN TO 0 OR LESS SLEEPY POINTS AND IT'S BEDTIME FOR... YOU GET THE IDEA. ANGUISH/DAMMAGE IS FEET /4 (ITS NOT HOW HARD YOU HIT THEM BUT THE ACCURACY OF YOUR SHOT (GREY MATTAS SKILL))

* **JUGGLING ANYTHING SMALLER THAN AN AFRICAN BULL ELEPHANT:** AS LONG AS YOU CAN KEEP IT IN THE AIR (WITH APPROPRIATE MODIFIERS) YOU CAN MOVE IT ANYWHERE, NO MATTER HOW BIG IT IS (AS LONG AS ITS SMALLER THAN AN AFRICAN BULL ELEPHANT) (MEAT SKILL)



**Concept By Daniel Thron and Todd Shaughnessy
Written by Daniel Thron**

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and Chris Elliott

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INTRODUCTION

INTRODUCTION

Most of you reading these rules are familiar with role playing; your older brother was "into" it in high school, some of your friends said they "did" it in their basement when their parents were away on vacation in Chippawa Falls, your Uncle Jerry got "sentenced to twenty with no parole" for it a couple of years back, or perhaps you've been tempted by the magazines and odd paraphanalia on the dust-blanketed shelves of a comic book store. You've even seen "gamers" in school, standing in strange cabalistic knots in the corner of the lunchroom, chirping giddily about the mysteries of "petrification saves." Watching them, you were frightened, disgusted, yet secretly longing to understand, if only to find out what "Thieves Cant" was.

Well, no longer need you live in fear of becoming a universally loathed, shambling social pariah. Now you may at last feel free to join them, because not only has gaming recently achieved astonishing new heights of popularity, there is one game almost everybody plays: **FREEBASE**.

Who do we mean by "everybody"? We mean everybody. Your friends. Your family. The postman. Look in the next room. See your mom there? She's playing. Do you think she'd let you live here for three years past when you quit college if she wasn't waiting for you to figure it out? Think about it. We've all been waiting for you. Join us. We can't play without you.

HOW TO BEGIN

We will start play tomorrow morning, so put on a pot of coffee, stay up and read these rules again and again. It is very important that you memorize every word because any rules infraction will result in your being asked to leave the game. You will not be given another copy. When you have adequately dedicated the following to memory, set your alarm for 7:45 EST, swallow the pills enclosed with this pamphlet, and get some sleep. When you wake up you will be in the world of **FREEBASE** – you may notice the remarkable similarity to your own world, but don't be alarmed, just enjoy. Don't pack anything but what you can stuff in your pockets (suggestions for first level equipment will be given later) and you'll be ready

GAME IDEAS (EXPERIENCE POINTS)

to begin. Now, To signify to other players that you have joined the game, touch a match to this booklet and set fire to the drapes, couch, and rug (creative players wake extra early to venture into their basement for proper accelerators). Head out the door, and you're on your way (don't worry about waking your family—remember, they're in on this, too, and will have prepared in advance). Now, when you see other incidents of "arson", you can rejoice in knowing that it is just another player entering the adventurous and fun filled world of **FREEBASE**!! Also, make sure this booklet burns completely, especially this company's return address.

BASIC GAME IDEAS

The following is a short list of concepts that are integral to basic game play.

PLAYERS AND NON-PLAYERS

As you know, there are a great many others involved in **FB**, and in your travels you will meet and possibly join them in adventure! These are your fellow gamers, or Players (it is generally considered poor form to refer to them as such as it breaks the realism, but the terms "Freebie" or "Baser" are usually acceptable). But not everybody is a Player: by adding others to the fray, we have increased the potential thrill of **FREEBASE** a hundredfold! Called Non-Players, these members of the milieu have been included to specifically challenge the Players. Non-Players come in many forms, sometimes even disguising themselves as Players. So, beware: only through much experience can a Freebaser learn the difference!

EXPERIENCE POINTS

Through the battle-scars you receive during play, you will also accumulate experience; that is, you will get better at what you do. To rate this, **FB** uses Experience Points, or "XPs." These may be spent on new equipment, magical components, or to achieve the next "level" (q.v.). Some Players who keep "Cover Jobs" receive XPs from their GM (General Manager) on a weekly basis in the form of a "Paycheck", but the more common form of acquisition is through combat. If you defeat a Player or Non-Player in combat, his XPs are now

GAME IDEAS (HAND SIGNALS)

rightfully yours. This is not the only option, however. Often, XPs can be found relatively unguarded in soda machines and registers. Other popular methods: "Rolling Drunks", "Jacking Tires", and "Shooting the Wad on the Trifecta" (see the Tips section for more ideas).

HAND SIGNALS

Players will often find it convenient to use these hand signals as a form of quick and silent communication of their play status.



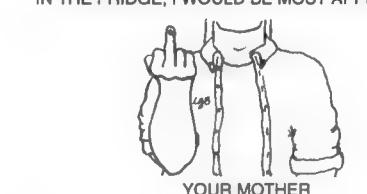
ARE YOU A FREEBASE PLAYER?



DO YOU HAVE ANY XPS YOU ARE NOT USING,
I AM A LITTLE SHORT.



IF YOU COULD GET ME THE ADRENALINE HYPO
IN THE FRIDGE, I WOULD BE MOST APPRECIATIVE



YOUR MOTHER

SAVING THE GAME

If you have been playing well, go to the nearest payphone and dial "0" Tell the Operator that you would like to Save the game. This will allow you return to that point of the game if you are prematurely ejected.

GAME IDEAS (THE CITY)

THE WORLD OF REALITY

Uptill now, if we were to ask what your life is like, you may have answered "at best, it is rather unstimulating." It wasn't bad, but there was no real sense of control. **THE WORLD OF REALITY**, however, offers a greater amount of "free will", and you will find it much less confining than what you are used to. Oftimes, there is a small period of adjustment when you begin play, and you may feel tentative, perhaps even questioning the "morality" of your actions. This is normal, and will pass within a few game days. Be careful, though: **THE WORLD OF REALITY** is one fraught with hidden evils, dark magics, and danger. Though the similarities to your own world are sometimes shocking, never let it lull you into a false sense of security—there are important differences, and adventure lies in wait around every corner! You must keep the following in mind at all times:

MAGIC

While the multifaceted aspects of the Magic Using subculture are an integral part of the **FB** campaign, it is important to remember that excessive or flagrant spellcasting will always draw out the unwanted attention of Conspirators.

THE GREAT CONSPIRACY

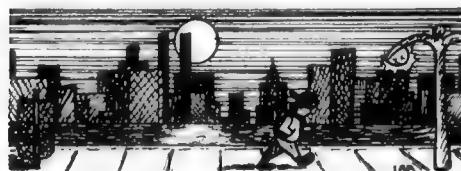
Confrontation may come to Players in all manner and forms: tension generated by the need for experience points, conflict of game goals with other Players, etc. But the most common is the ever-present threat of The Great Conspiracy, and because of this, much of the setting in **TWOR** describes a conquered land. A place not torn by open warfare, but one slowly consumed by the forces of darkness. The Conspirators seek not only to control the world, but to stamp magic out forever (see the Creatures section for more details). Be aware of them constantly; if a Player plans to stay in any one area for long, he is best advised to learn the movement patterns, or "shifts", of the surrounding Conspirators.

THE CITY

While **FB** offers the widest possible range in adventure locales, the wise beginner will stay in

CREATING A PERSONA

his base city until higher levels of experience are achieved. Once appropriately seasoned, the Player may choose between a wide variety of expansion sets, including such classics as **Oakland, Newark**, and **Expedition to Palace Verdes**, available at most bus stations.



CREATING A PERSONA

The most important part of the game is generating a Persona that you are comfortable playing—that is, in **FB**, you are not necessarily burdened by being “yourself” per se; rather, you have the ability to portray an entirely different, perhaps even fictional personality. It is as if you were writing a character in a play, and then performing the part on stage. As you will soon see, the options are myriad, and after you have been playing for some time, the part will become second nature. For your convenience, there are six methods of character inception presented in this section, but no one way holds dominance over another. Once you have decided upon a method, continue on with the following steps to put the final polish on your new Persona. Unlike other role-playing games, though, the cumbersome “character sheet” has been reduced to a small laminated card that resembles the common “driver’s license.” When you have completed your Persona, you will find other Players who can help you attain a new Persona Card for minimal XP cost.

Method I:

A favorite style in **FB** is to take on the personality of fictional hero. Whether it be from literature, film, or even comic books, this often provides a sturdy base for the neophyte Freebaser. As the character’s background is already known to you, there is no pressure to make up histories “on the fly”, helping to avoid embarrassing contradictions. Be careful in what you choose, however; certain well-known characters (James Bond, Captain Kirk, or Igoo from the Herculoids) don’t make the best choices, and may lead to greater chagrin. On the other hand, some make good “nicknames”

CREATING A PERSONA(METHOD VI)

that may endear you to your fellow Players (i.e. a Magicuser named “Willy Wonka” is sure to provoke many a chuckle, reminding other Players of fine childhood times). Suggestions: Captain Willard, Harry Caul, Clarke-Nova, or anyone from Marvel’s New Universe line. No Major Toms.

Method II:

Similar to method I, only based in history. Again, use discretion in your choice, too many others are apt to be familiar with the exploits of John Glenn, and they might be suspicious if he were prowling for XPs down on the docks.

Method III:

Roll four dice, take the highest three.

Method IV:

A somewhat more competitive version of character generation is the “doppelganger” or “changeling” method, but it does require some work and/or research on the part of the Player. Within your first game week, find an appropriately hidden place and attempt to take another Player out of the game. If you succeed, remove the items, equipment, and, most importantly, the wallet from his character. In this, you will not only start the game with a jump on XPs, but (on higher level foes) you may find 1-4 Credit Cards inside. If you wish more information about your foe’s background, you will find his street address on his Persona Card. More XPs can usually be found there if you look hard enough. If there are other family Players there, they can assist you in the search. Suggestion: keep the excitement fresh by changing Personas often. Some have even kept track of multiple-Personas!

Method V:

For the innovative Freebaser, the only way to go is to create the Persona from scratch. Find a safe place, envision (full history, family lineage, fictitious name, etc.) the new character, and go wild!

Method VI:

And finally, only for the most daring, the path to excitement lies in playing themselves. This is the penultimate **FREEBASE** experience, but it is not taken lightly. In choosing yourself as a Persona, you give the Conspirators an edge, as your

CREATING A PERSONA(POLISHING)

Persona Card is already in their files. They will stop at nothing to find you. Trust no one! Everyone is the enemy!

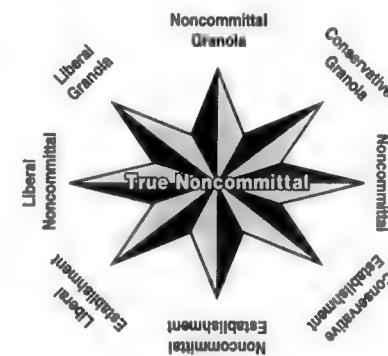
POLISHING THE PERSONA

Now that you have an idea of your Persona in **FB**, you will be able to refine some of the personal details including Alignment, Class, Levels, and Equipment.

Alignment

Luckily, in the real world, definitions about what is good and what is evil are simple to discern; Abandonment of Individuality for the Greater Glory of the Higher Being: good, Premarital Coitus: evil. Alas, in **TWOR**, things are not so clear cut. To assist with this, an Alignment system has been provided. “Alignment” is a quick and simple way to annotate the general demeanor and intent of a Persona and to give the Player a guide to deciding the appropriate action in a given situation.

These aspects are combined to make up the Alignments in this manner: LG, LN, LE, NG, N, NE, CG, CN, CE. Choose your alignment from the list below. Though the labels are relatively self-explanatory, a short description has been included with each.



Liberal Granola: knows that mass social protest is the only way to defeat *The Man*.

CLASS AND LEVEL OF ABILITY

Liberal Noncommittal: buys bumper-stickers against *The Man* on occasion, and would like to rise up against his oppressors and end this cruel reign of tyranny, but prefers Dead shows.

Liberal Establishment: sells bumper-stickers against *The Man* and T-shirts for Dead shows; pretending to be part of the movement for social change, yet profiteering off his fellow brothers and sisters, finally becoming part of the System that has forced our children to go to die in 'Nam .

Noncommittal Granola: bought a couple of shirts, thinking this helps, but only practices Iron Butterfly riffs in the garage while the gears of government run by fascist weapon industries crush his remaining freedom.

True Noncommittal: Is happy to live in whatever Orwellian hell is presented to him, unknowingly disposing of his own, and hence others, right of choice.

Noncommittal Establishment: Buys into the propaganda machine of his mom’s Rosie the Riveter days, and does not question the Draft, though it will mean his end.

Conservative Granola: Blindly puts faith in other’s power to change the world he is increasingly shackled by.

Conservative Noncommittal: Voted for Tricky Dick because he liked his speaking voice.

Conservative Establishment: *The Man*.

You will find the most common of Alignments are TN and CE.

Penalties for Alignment Deviation

Slow change of Alignment is possible throughout the campaign, but radical deviation from your Persona’s professed Alignment constitutes a rules breach and possible expulsion from the game.

CLASS AND LEVELS OF ABILITY

Your Persona’s Class represents, in general terms, his adventuring occupation. Rated in Levels of experience, it helps define the charac-

*We have received some letters to the contrary, but we believe that the Alignment system presented here (re-printed from the original rulesbook, **CHAINLETTER** (copyright 1974, all rights reserved)), though slightly dated, is equally adequate for use in **FREEBASE**.

CLASS AND LEVEL (FIGHTER)

ter's purpose in **FREEBASE**. The higher the Level, the greater the abilities available to you.

Fighter

Members of this Class use their knowledge of tactics, physical abilities, and skills of intimidation with wide-bore weapons to achieve their ends.

Magicuser

Understanding and highly sensitive to the mysteries of Magic, these knowable Persons are able to tap into alternate planes of reality, from which they draw their power. But with power comes a price...

Cleric

Able to manipulate, and control the flow of Magic, Clerics often have a flock of followers, praying to the Supplier for mercy on the price per key.

Thief

Professionals in the arts of skullduggery, and skilled in the liberation of vast quantities of XP's, Thieves are some of the fiercest weapons against the Great Conspiracy.

Ambitious Players may note that there are indeed higher levels than these, but because of space constraints, we cannot list them all. When your Persona has surpassed this list, ask a higher level Player about further advancement, and they will be happy to tell you. Who knows—given time, your Persona may reach such lofty levels as Inmate, Recording Artist, Miami Customs Official, or Assistant District Attorney.

EQUIPPING YOUR PERSONA

As the first few game days will be slightly disor-

LEVELS OF EXPERIENCE

LEVEL

&

XPS

1)

1-200

FIGHTER

MAGICUSER

CLERIC

THIEF

2)

201-1000

Punk

Bunny

Streetrat

Crook

3)

1001-5000

Hooligan

Addict

Pusher

Hustler

4)

5001-25000

Hood

Junkie

Dealer

Bagman

Mac Daddy

Fiend

Candyman

Footpad



165

MAGIC (CLERIC SPELLS LEVEL 1)

Clerical Spells Level 1

Detect Magic:

Duration: instant
Area of Effect: One key per level
Casting Time: Variable
Components: Senses
Description: This allows the caster to detect the presence (and sometimes rough percentage) of true magic in a supposed "good deal."

Dispel Magic:

Duration: 1 minute/bag
Area of Effect: Everything you can find
Casting Time: 1-2 flushes
Components: Functioning commode
Description: Often a handy (if painful) spell in dire circumstances, Dispel Magic rids you of most incriminating evidence. Note that this is not effective if the Conspirators have brought their Mastiffs.

Clerical Spells Level 2

Detect Narc:

Duration: Instant
Area of Effect: 1 adult
Casting Time: 1min-10 wks
Components: 3 suspicious acts
Description: If a contact, source, or friend says or does something out of character (i.e. knows all the words to "From A Distance", unconsciously substitutes the word "stash" with "exhibit A", or begins sentences with "you have the right to..."), you may have been taken in by the devious powers of the Narc. To cast, casually ask the subject what type of undergarment he prefers. If the reply is "briefs", waste no time in removing him from the game.

Blade Barrier:

Duration: till 2 a.m. (unless there's a floor show)
Area of Effect: 1-5 Conspirators
Casting Time: instant
Components: Leather pants, XPS (cover charge)
Description: If pursued by Conspirators, you may use this spell to throw them off the scent. To cast, enter any nearby nightclub going by a names like "Snake in the Grass", or "The South Pole."

MAGIC (CLERIC SPELLS LEVEL 4)

Clerical Spells Level 3

Transmute Rock to Cash (Reversible)

Duration: As fast as can be spent.
Area of Effect: 1 ounce per level
Casting Time: 2-3 minutes.
Components: 1-2 Magicusers of Junkie Level or higher
Description: As you will see during game play, one of the most lucrative Clerical venues is this particular form of alchemy. Sly Clerics will soon notice that inexperienced Magicusers can be easily taken in by the spell "Transmute Crushed Soap to Cash".

Glyph of Warding

Duration: Until Removed by "Public Works"
Area of Effect: 1 brick wall
Casting Time: 1 minute
Components: Spray paint
Description: Used to advise Player and Non-players alike as to the dangers of entering the "turf" of the spellcaster and his adventuring party, or a place of Conspiratorial infestation.



Clerical Spells Level 4

Invisibility

Duration: Till the Components run out.
Area of Effect: 1 subject.
Casting Time: Instant.
Components: 100 XPS per level of subject.
Description: When covert action is necessary, the Cleric may wish to cast this spell on numerous subjects. To perform, merely hand the subject the required Components and whisper "you didn't

MAGIC (CLERIC SPELLS LEVEL 4)

see anything, you can't see me."

Sphere of Protection vs. Establishment

Duration: 1 Trial
Area of Effect: courtroom
Casting Time: Instant
Components: 5th Amendment
Description: When invoked, this spell has the ability to protect you from Conspiratorial Inquisitor's questions. To cast, chant the ancient words: "under the advice of council, I decline to answer, under the advice of council..."

Magicuser Spells Level 1

Feign Sobriety

Duration: Until subjects leave, or something they say strikes you as hilarious, like "your uncle Artie died" or "spread 'em."
Area of Effect: 1-4 unwanted guests or 1-2 conspirators.
Casting Time: 2-10 minutes.
Components: Jar of peanut butter, pack of gum, Scope, Binaca, fan, Visine, 10 sticks sandalwood incense.
Description: Use of this spell will hold off over-inquisitive Non Players for short periods of time. Similar to the high level spell, Hide Tracks, material component: long sleeve sweater.

Leomond's Secret Stash

Duration: Until contents are cast.
Area of Effect: One wall.
Casting Time: 2 hours (1/2 hr if sheetrock).
Components: Hammer, nail, steel box, 1 large can coffee grounds, heavy gage plastic bag, duct tape, framed hanging picture of Mother Theresa and/or the Carpenters.
Description: An effective tool in case of Conspiratorial search, the Stash protects the user's magic against discovery.

Magicuser Spells Level 2

Mainline Missile

Duration: 3-12 hours.
Area of Effect: Perceptual reality.
Casting Time: 10 minutes.
Components: Cheap motel room, bunsen burner (see kit), cotton balls, rubbing alcohol, TV station

MAGIC (MAGICUSER SPELLS LEVEL 3)

tuned to 10 hour "Rockford Files" marathon.

Description: Personas who need to recuperate after a rough adventure, but who don't want to put up with the tedium of "down time" can use this spell to enhance the interest level of even the most bland subjects.

Fireball

Duration: 2-3 hours, or until fire department arrives.

Area of Effect: The cheap motel.

Casting Time: Instant.

Components: Same as Mainline Missile.

Description: Inexperienced Magicusers may, while attempting to use Mainline Missile, inadvertently cast this highly destructive spell. However, those characters created under Method IV might wish to consider using it as a transition between Personas, making the Conspirators believe that they have left the game. In such case, add "Unconscious Gigolo" to the components list.

Magicuser Spells Level 3

Stoned Tell

Duration: 3 minutes per sentence.

Area of Effect: 20-45 tangents

Casting Time: Continuous

Components: unending patience

Description: Stoned Tell allows the caster to understand the lyrical yet complex and often confusing tongue used by very high level Magicusers. This is one of the most useful spells on an everyday basis, as, depending what type of magic they are employing, their phraseology may vary widely. For example, if you were explaining to a wizard why you didn't bring the XPs with you, you could be confronted with "Heeeeeey.....Nogreen, Man? Fuuuuuuuh.....Hehheh.....nogreen, nogreen....yaknow? Shiiiiiiii.....Heyman. Yagotta lite?" just as easily as you can understand "IdragalthisfuckingshitDOWNHEREfromtheraque tbalcourtand(snort)youdonthavethegoddamnCAS HyoufuckingassholeimaveryimportantmannisterV ERYIMPORTANTTandyoudontscrewwithmeyoulittl eupikingornatear(sniff)youanewcornpityyoufuck...ohshityournotafuckingCOPareyohujesusplease (sob) jesuspleaseanoilldoanythingplease-heretakemycreditcardilltellyouthepinnumber (sob) justdontarrestmeimreallyacleancutguy."

MAGIC (CLERIC SPELLS LEVEL 4)

Fly

Duration: T= $\sqrt{D/A}$

Area of Effect: Most of the sidewalk.

Casting Time: Instant.

Components: Open air balcony, running start, fairy dust.

Description: Bestowing upon the user the power of flight, this is most often used as a means of rapid egress.

Magicuser Spells Level 4

Teleport

Duration: Instant (subjective).

Area of Effect: 200 mi. radius, cumulative, per case of Pabst.

Casting Time: 1-5 days.

Components: liberally applied mixture of random magics, bile-stained suede shoes, inflatable plastic companion and assorted ointments, Chevy Nova with broken tape deck and a middle aged stripper in the back seat, 74 packs of cigarettes, neon green tank top with "Do Ya Wanna in Tijuanna?" stenciled on front.

Description: If the Magicuser finds himself pursued dauntlessly by Conspirators, he might wish to chance this dangerous but powerful spell. Applied correctly, it will transport him to a random point within the stated range.

Spiritwreck

Duration: Until victim succumbs to shock.

Area of Effect: 1 Magicuser of Junkie Level or higher.

Casting Time: 1-2 weeks.

Components: chair, rope, water, tape of "French Connection II."

Description: This particularly cruel invocation is highly effective for interrogation purposes. Unlike most spells, though, Spiritwreck is cast without magic. Simply cut short the victim's supply of magic, and leave him in a guarded room with no sharp objects.

MAGIC ITEMS

Magic is not strictly confined to Magicusers, though. Any Freebaser may take advantage of the abundance of Magic Items in **TWOR**, most of which are available "over-the-counter."

TIPS (QUICK XPS)



Potion of Sleep



Can of Many Things



Potion of Speed



Baggie of Spell Storage

TIPS ON YOUR FIRST ADVENTURE

Once equipped, you will be ready to begin your own personal FREEBASE campaign. Like any other game, the finer points are something you have to acquire through play, but we feel that you will find the following knowledge useful.

QUICK XPS

Even the most successful Freebasers fall on hard times now and again. If you find yourself in need of XPs, don't give up hope. There are numerous ways in which you can recoup your losses with a nominal amount of effort, and resume the journey to the next class level. For instance, the industrious Thief may make a late night visit to a costume shop to gather the equipment for the surefire XP generator, *Salvation Santa*. And, for the daring Fighter or Magicuser, there is always potential for adventure and experience in Hustling "Ass." Finally, the entrepreneurial Cleric can convince desperate Magicusers to sacrifice anything in return for spell components, and as a healthy Non-Player "Infant" can command upwards of 50,000 XPs in certain markets, he knows what to ask for.

TIPS (SHELTER)

SHELTER

Regularly a problem for Freebasers, the question of safe hiding is difficult to answer; as an early-level adventurer, you will find relocation to be the most common mode of play. In choosing a dwelling, think in terms of non-permanency. Avoid anywhere that requires a "security deposit," your Persona Card, or a signature of any kind. Instead, ask others to show you the fruits of the "hospice" or "YMCA." Also, though not quite as comfortable, most houses of worship are open twenty-four hours as well as having a handy selection of free, hockable items up around the pulpit.

TRANSPORTATION

FB provides great selection in available transport. If you have the necessary experience, you can take advantage of the commuter transit system, or the wild Cabbie (q.v.). But if this is not an option, you will find that most Non-Players will be happy to lend you their vehicle and/or give you a ride with the proper encouragement. If the owners are not home, they are obviously not going to be needing their vehicle, and you may borrow it.

FOOD

In homage to our roots, in which the hungry fighter would wander through a dungeon that had not seen daylight for centuries and find an edible wheel of cheese or a perfectly cooked plate of mutton, not only may you eat anything you find in nooks and crannies of **TWOR**, but we have also seen to it that many choice rations will be left for you at the "curbside" on Thursday nights, barring National Holidays.

CREATURES

As you traverse the realm of **FB**, you will come to be familiar with the various creatures that inhabit the setting of **TWOR**. Some can assist you, some will cause conflict, and it is up to you learn to recognize them. All too often a Player will be knocked out of the game because he or she could not readily tell the difference between a Krishna and a Skinhead. Here is a small sampling of those you might encounter:

CREATURES (CABBIE)

CABBIE

FREQUENCY:

Common

(to actually stop: very rare)

NO. APPEARING: 1

(10-15 at any diner after 11)

SPECIAL ATTACKS:

Pepper spray, radio that plays nothing but "Captain Jack" or "Fire and Rain"

SPECIAL DEFENSES:

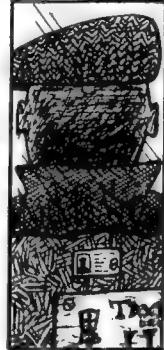
1 inch Plexiglas, choppy English, stories about how he "knows people"

MAGIC RESISTANCE: Low

INTELLIGENCE: Average

ALIGNMENT: N

DESCRIPTION: At a price, the Cabbie can transport you to any City location. But the wary adventurer will monitor the route the Cabbie takes; these XP hungry creatures often employ magics of their own, such as Lose the Path and the insidious Meter of Unholy Rates, leaving the careless Persona a level lower for the trip. Clerics in need of a quick getaway may note that the Cabbie is highly susceptible to Invisibility.



CONSPIRATOR, TYPE II (Flatfoot)

FREQUENCY: Common

NO. APPEARING: 1-10

SPECIAL ATTACKS: handgun

SPECIAL DEFENSES: Radio for backup

MAGIC RESISTANCE: Low (potions only, esp. Baily's)

INTELLIGENCE: Low

ALIGNMENT: CE

DESCRIPTION: A close relative of the Type I (Mailcop), the Flatfoot can be found wandering random neighborhood streets, or sleeping in his battle wagon. Either way, these lethargic beings are a useful source of equipment, as they are relatively easy to overwhelm if caught alone. The best way to hunt, of course, is through a stealthful rear approach; thus preventing the creature from calling for assistance. On any one Flatfoot, the Freebaser may find a handgun, 1-3 speed loaders, 10-100 XPs, and 1-3 issues of *44DD*. Again, Method IV Players (Thieves in particular) will find this Conspirator Type offers many exciting possibilities, even if they are only short term.

CREATURES (CONSPIRATOR TYPE IV)

CONSPIRATOR, TYPE IV (DEA Agent)

FREQUENCY: *Very rare*
 NO. APPEARING: 4-20, depending upon the size of the shipment
 SPECIAL ATTACKS: Access to unreasonably large weapons and armed support
 SPECIAL DEFENSES: Extreme legal protection, Kevlar, Ray-Bans
 MAGIC RESISTANCE: *Low* (see below)
 INTELLIGENCE: *High*
 ALIGNMENT: *CE*
 DESCRIPTION: Of the most feared incarnations of Conspirator, the DEA Agent has nearly unlimited resources with which to combat the Freebaser. If, however, it can be gotten alone to talk business, the low MR of the creature makes it highly susceptible to magical influence; specifically the sticky residue left by the flow of magic, referred to as *kickback*.

CONSPIRATOR, TYPE V (Substance Abuse Counselor)

FREQUENCY: *Very Rare*
 NO. APPEARING: 1
 SPECIAL ATTACKS: Straightjacket, methadone
 SPECIAL DEFENSES: 1-5 guards, psychology
 MAGIC RESISTANCE: *Total*
 INTELLIGENCE: *Genius*
 ALIGNMENT: *CE*
 DESCRIPTION: The crafty and cruel SAC is arguably the most dangerous foe a Player could come across. Though they speak through a vail of kindness, their lair, referred to as a "Halfway House," is a fearful place, filled with the screams of the tortured. With the powerful, and seemingly logical dark magic called psychology, they can lure even the experienced Freebaser into the hellish plane of The Real World. Usually only the highest level Freebasers have the strength to do battle with such a demon. It is said that the only way to banish their spellwork is to loudly chant the Holy refrains of "Crosstown Traffic" repeatedly over their speech.



CREATURES (MEDIA REPORTER)

DELIRIUM TREMENS

FREQUENCY: *Common*
 NO. APPEARING: *Variable*
 SPECIAL ATTACKS: *Cause fear*
 SPECIAL DEFENSES: *instant regeneration*
 MAGIC RESISTANCE: *NA*
 INTELLIGENCE: *none*
 ALIGNMENT: *NA*
 DESCRIPTION: Deriving sustenance from the endorphins produced by a Magicuser deprived of his craft, these freakish little indestructible imps erupt from the shadows en masse to attack. The "DTs" often promote panic in their victims, as they may appear as anything from tiny plaid spiders to miniature clones of Carol Channing scaling their prey's back with shrimp forks.

HO

FREQUENCY: *Common*
 NO. APPEARING: 1-10 per corner
 SPECIAL ATTACKS: *tight vinyl, Philter of Burning Urination*
 SPECIAL DEFENSES: 1-25 flavored prophylactics

MAGIC RESISTANCE: *None*
 INTELLIGENCE: *Low*
 ALIGNMENT: *LN*

DESCRIPTION: These Sirens of the City are frequently the downfall of many a new Player, drawing them into their web of seduction, leaving them without experience, and with a painful itch. Most recently, though, Players have been able partake in a Freebase contest for who takes the most Hos out of the game! After you have removed a Ho, call the Operator, give the street address, and say the code words with an English accent: "Ol' Jacky's Got Anotha One." The next winner will be judged in just a few weeks, so hurry!

MEDIA REPORTER

FREQUENCY: *Common*
 NO. APPEARING: 1 for every local station

CREATURES (HOKING)

SPECIAL ATTACKS: *Utter lack of shame/respect for human dignity, autofocus*

SPECIAL DEFENSES: *Light rack, big van*

MAGIC RESISTANCE: *Low (on record: high)*

INTELLIGENCE: *High*

ALIGNMENT: *LE*

DESCRIPTION: A relative of the Ho, this deceptive being can act as an effective tool against the Conspiracy if approached in the proper manner. If you are beset by Conspirators, and the odds are heavily in their favor, do not fight back, but rather let them damage you as much as possible. This will almost certainly be recorded by a Media Reporter. Then, while incarcerated, "grant an interview" to the same creature, making sure you seem docile and kind, almost pitiable. Stories involving statements like "stormy home life," and "My Father the Pusher" will help. If the ratings are high enough, you will be set free, and if you make "Nightline", you may get some XPs from it as well. Daring Players will also scout around for that wily beast, the Publisher.

HOKING

FREQUENCY: *Uncommon*
 NO. APPEARING: 1
 SPECIAL ATTACKS:

Bad taste in hats

SPECIAL DEFENSES:
 1-6 Fighters (see below),
 1-1000 Sequins of Blinding

MAGIC RESISTANCE: *None*

INTELLIGENCE: *Low*

ALIGNMENT: *LE*

DESCRIPTION: Wherever there are Hos, these violent and despicable things are sure to be close by, as they live in symbiosis with the former, giving protection in exchange for XPs. Players on *Hohunt '95™* must be cautious; as long as there are XPs to be gained, the Hoking will use everything in his power to keep his Hos from harm. This oftentimes includes employment of a small, heavily armed Fighter retinue (a position some unscrupulous Players accept).

REGISTER JOCKEY

FREQUENCY: *Common*

NO. APPEARING: 1

SPECIAL ATTACKS: *Comic frenzy*

SPECIAL DEFENSES: *Alarm, 1-20 Video cameras*



MAGIC RESISTANCE: *None; these creatures are famed dimensional travelers*

INTELLIGENCE: *Animal*

ALIGNMENT: *N*

DESCRIPTION: Though easily the most prosaic of foes, the Register Jockey still offers much enjoyment to Fighters everywhere; as a beginner, be sure not to pass up their hilarious antics by removing them too soon. Comedy classics like "Vomit on the Counter in Sheer Terror," "Caught in the John," and "Stave in the Skull on the Twinkie Rack" will have you in stitches. If there is time, you will find a Manager in the back. He can help you find the security tapes of the show, so you can enjoy them later in home viewing.

WINO

FREQUENCY: *Common*
 NO. APPEARING: 1-10

SPECIAL ATTACKS: *Broken Night Train bottle*

DEFENSES: *Wall of Odor*

MAGIC RESISTANCE: *None*

INTELLIGENCE: *Unknown. Often treated as Low, but some speak fluent French.*

ALIGNMENT: *N*

DESCRIPTION: The mysterious Wino, mostly overlooked by the general populace of FB, is a benign nomadic creature who traditionally inhabits bus stations and parks. What the exact genus they are is difficult to discern, though it is commonly accepted that they are a branch of the *Cashus Gimmesum* family of XP parasites, which also includes others such as the Scalper, Sidewalk Messiah, and Amway Cultist. Some think, however, that they are actually ambassadors of a sort; otherworldly guests from the Para-Dimension of Ripple. Note: More than 10 (referred to as a "pride") appearing at any given time is possible: see the "drunken mob" rules of the upcoming supplement, *Looter: A TWOR Guide to Civil Upheaval*.

A FINAL NOTE

All of us look forward to your participation; we have been too long without you! For now, get some sleep. When you wake tomorrow, you be taking your fist step into a whole new realm of magic and adventure: The World of Reality!

See you soon!



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Because of the mature themes involved, reader discretion is advised.

MORE

* **SHOE KATA** : AS THAT PSYCHO BRUCE LEE SHIT BUT ANG/DAM IS MEAT/3. YOU MAY LAUNCH YOUR SHOES AT PEOPLE (PRESUMABLY ENEMIES UNLESS YOUR ONE OF THOSE SPOOKIE, RANDOM VIOLENCE DOC MARTIN TERRORISTS) AT A RANGE OF YOUR MEAT *2 IN FEET (IE: 2-20') CHARACTERS WITH NEGATIVE MODIFIERS WHO TRY THIS AUTOMATICALLY HICH THEMSELVES 166 TIMES IN THE HEAD. SHOE KATA WITH CLOWN SHOES (SEE EQUIP. SECTION) IS ESPECIALLY DEADLY AS THE DAMAGE IS UPPED TO MEAT/5 AND THE SHOES RETURN ONCE LAUNCHED. (FEET SKILL)

* **SHOOTIN KINDA SMALL GUNS EXPERTLY** : ALLOWS YOU TO SHOOT HINDA SMALL GUN EXPERTLY WHAT DO YOU WANT FROM ME, I'LL MAIL THE CHECH LATER, YOU'LL GET YOUR PHOTOS, YOU'LL GET YOUR PHOTOS... OH.... THE BONUS FOR USING THIS SKILL, AS OPPOSED TO THE ORIGINAL WHICH IS NOW OBVIOUSLY SO REDUNDANT AS TO SUCH BEYOND COMPARE, IS EITHER +1 SHOOTIN' BONUS, +1 DAMAGE POTENTIAL OF WEAPON OR THE ABILITY TO PEPPER 2 VICTIMS (OR +1 VICTIM IF THIS IS ALREADY POSSIBLE). (FEET SKILL)

* **KNIFE SHOW** : YOU EVER SEE CLINT EASTWOOD IN THAT MOVIE BORNHD BILLY WILD HICKOK PANTS OR WHATEVER IT WAS, Y'KNOW THAT SCENE WHERE HE'S GOING TO THROW THAT LAST KNIFE AND YOU KNOW ITS GOING TO HITHER? YEAH I SAW IT TOO WASN'T IT TRAGL? DON'T YOU THINK SHE KNEW IT AND WOULD HAVE JUMPED OUT OF THE WAY IF SHE COULD HAVE? THAT'S THE THEORY HERE. THE CLOWN THROWS TWO KNIVES AT THIS OP PONENT WHO IS IN COVER, MISSING INTENTIONALLY, AND AS THAT PREGNANT PAUSE HOVERS OVER THE THIRD THROW THE VICTIM MAKES A GM TEST, FAILURE MEANS HE BOLTS OUT OF COVER (EVEN IF IT'S A TANK) AND INTO THE OPEN, BANGED LIKE SHOOTIN DUCKS IN YOUR SINK (+2 SHOOTIN'). (FEET SKILL)

* **THROW NICE** : HAS A FAIRLY MISLEADING TITLE, IT REALLY REPRESENTS A CLOWN'S ABILITY TO MAKE A HALFWAY DEADLY THROWING WEAPON OUT OF ANYTHING. EXAMPLE: BURSTING INTO WHAT MUST HAVE BEEN THE CHILD'S ROOM PACKAGE THE CLOWN REACHES THE BED GRABS THE FIRST OBJECT HE CAN LAY HIS HANDS ON. HIS PERSVER TURNS THE CORNER JUST IN TIME TO SEE ANGORIA ALICE THE STUFFED BUNNY RABBIT AS IT ENTERS THROUGH HIS RIGHT EYE SOCKET AND PUNCHES A HOLE THROUGH THE BACK OF HIS HEAD BIGENOUGH TO DRIVE A SCHOOLBUS THROUGH, IT CAME TO BE KNOWN AS THE ANGORA SANCTION, IT WAS THE END OF CLIVE, SLAYER OF KINGS, BUT IT MARKED THE RISE OF A CLOWN NAMED PACKAGE. ANY OBJECT CAN BE THROWN FOR AN ANG/DAM 9/1 (FEET SKILL).

TIE HINDS : THIS SKILL FAIRLY COVERS EVERYTHING YOU'D EXPECT FROM TIE HINDS, BUT WITH THE AID OF A SALISBURY SCOUT UTILITY KNIFE (SEE EQUIP) IT ALSO COVERS TIEING HINDS WITH STEEL GURDERS (MT SKILL)

STARTING FIRES : ALL THE ABLE BODIED YOUNG SCOUT NEEDS IS A LITTLE FUEL AND TWO MEAN

THOUGHTS TO RUB TOGETHER AND (BOGUSLY DIFFCULT (-4) SKILL TEST) HE CAN START FIRES. (GM SKILL)

THIRTY : CONCIENTIOUS, ALWAYS PREPARED, WITH THE RIGHT TOOLS WHICH EXIST, AMONG OTHER PLACES, IN THE SALISBURY SCOUT UTILITY KNIFE) A BURGEONING YOUN NEO-NAZI TERRORIST LIKE THE SALISBURY SCOUT CAN BYPASS LOCKS, ACCESS LOCKED COMPUTER FILES AND RE DIRECT ORBITING ATTACK SATELLITES. LITTLE RAT BASTARDS (GM SKILL - DUH! LIKE THIS ONE'S GOING TO DEFAULT TO MY NUTS)

BUB-BM-60 : REPRESENTS THE TENACITY OF SALISBURY, IT ALLOWS THE SCOUT A ROLL TO TEMPORARILY INCREASE A PHYSICAL STAT BY +2 FOR AS MANY ROUNDS AS HE CAN TAKE 3PTS DAMAGE / RND. MAKE A LUL TEST AND OFF YOU GO.

PENNDONK & CIEAVD : A SUCCESSFUL TEST ALLOWS A SCOUT TO FUNCTION W/O PENALTY EVEN WHILE PISSED DRUNK. MODIFIERS: SHOOTFULL: -4 SHOULD BE DEAD HINDANILHIT: -8



IN GAME, THOSE UNINITIATED TO THE WAYS OF THE CLOWN, OR LA MEMEN, CAN NEVER AQUIRE CLOWN SKILLS WITHOUT A MENTOR TO INTRODUCE THEM TO THE WAYS OF BOZO, CLARIBELLE AND PENNYWISE.

* CLOWN SKILLS ARE SPECIFIC TO THEIR SECRETIVE ORGANIZATION ALONE. A CHARACTER MAY ONLY DEVELOP CLOWN SKILLS IN A CLUSTER THAT HE HAS GAINED ACCESS TO. EX: MINX HAS SHOE KATA 4, HE MAY THEREFORE SPEND ANY CARNED PRICKUDOS ON SKILLS OF THAT CLUSTER (PENNYWISE) BUT HE MAY NOT DEVELOP SKILLS IN THE BOZO OR CLARIBELLE CLUSTERS AS HE HAS NONE OF THOSE SKILLS (NO TRAINING). ACCESS TO CLOWN SKILLS COMES ONLY FROM CHARACTER GENERATION AND ROLEPLAY I.E. MEETING A CLOWN MENTOR

MORE MORE MORE

MAKING FRIENDS (AND USING THEM TO INFLUENCE PEOPLE):

ONCE A SKILL THAT WAS AVAILABLE ^{TO} THE ENTIRE POPULACE OF THE COW, MAKING FRIENDS IS NOW PUNNISHABLE BY DEATH. BACK IN THE GOOD OLD DAYS IT USED TO BE THAT GENETIC ENGINEERING WAS A BASIC PART OF ELEMENTARY SCHOOL CURRICULUM, HELD IT WAS TAUGHT IN EVERY SCHOOL AND INQUIRING YOUNG MINDS WOULD BRING HOME THEIR PROJECTS FROM GENE SHOP (OR RATHER THEIR PROJECTS WOULD FOLLOW THEM HOME) AND SHOW THEM OFF TO THEIR PARENTS WHO INEVITABLY ENDED UP USING THEM AS ASHTRAYS. THE PREVALENCE OF THESE PROJECTS EVENTUALLY BECAME THE HEART OF THE PROBLEM WHEN THE SECOND GRADERS DECIDED THEY'D HAD ENOUGH OF THE THIRD GRADER'S HIGH BROW "I'M RUBBER AND YOU'RE GLUE" CRAP AND SICKED THEIR PROJECTS ON 'EM. WELL THE THIRDERS HAD PROJECTS OF THEIR OWN AND THIS SOON BALLOONED INTO THE GALAXY-WIDE RECESS WARS OF GAZAR. NOW THE SKILL THAT CREATED THAT SORT OF MASS-CONFLEGIATION OF GIANT MUTANT CHIGGERS HAS LONG SINCE BEEN LOST IN THE ANNALS OF TIME BUT WITH ENOUGH TIME, RESOURCES, AND BAKER'S YEAST YOU CAN (WITH A SUCCESSFUL ROLL) CREATE A VARIETY OF LOW LEVEL GENETIC PALS. SOME HAVE SAID THERE WERE SURVIVORS OF THE GAZAR HORRORS AND THAT THESE HALF-MAD VENERABLES WANDER ABANDONED PLAYGROUNDS LOOKING FOR DISCIPLES. (GREYMATTA SKILL)

SCAB & HOARY SCAB: THESE ARE YOUR ALL PURPOSE HEALING SKILLS. SCAB ALLOWS YOU TO HEAL WOUNDS FROM 10 HP-20* HP AND SUB IN PRO FOOTBALL GAMES. BEING A HOARY SCAB DOCTOR ALLOWS YOU TO HEAL WOUNDS FROM 1 (MOSTLY DEAD) UP TO 9 (MORE OR LESS ALIVE) (GREYMATTA SKILL)

RUBBLE LEG: OUTSIDE OF FAST FOOD & THE CHURCH, EXTORTION, WEAPONS MANUFACTURING, CARPET BOMBING AND ADULT PASTRY SALES, THE MANUFACTURE AND DISTRIBUTING OF ARTIFICIAL LIMBS IS HÖL'S LARGEST INDUSTRY. GET IN ON THE GROUND FLOOR NOW (GREYMATTA SKILL)

SMACK (SWEET SMACK): EVERYTHING FROM ANGEL DUST TO PIXIE STIX, BUDWEISER TO YÜHÜ. IF IT'S A CHEMICAL YOU CAN MAKE IT AND SELL IT TO THE UNWARY OR JUST PLAIN DIM. (NOT THAT YOU WOULD, SHAME ON YOU FOR EVEN THINKING IT). REALLY, THIS SKILL CAN BE USED IN ALL AREAS OF CHEMISTRY & CHEMICAL ANALYSIS (GREYMATTA SKILL)



finis

SIDEHICKS

THERE COMES A TIME IN EVERY SELF STYLED HERO'S WHEN THE ENDLESS DAYS OF DETECTIVE WORK, SKULL BASHING, AND VILLIAN FOILING JUST DON'T BUTTER YOUR PROVERBIAL BISCUIT ANYMORE. UNABLE TO DISCERN THE TRUE ROOTS OF THE PROBLEM, YOU CONTINUE TO LOSE SLEEP NIGHT AFTER NIGHT, TWISTING THE SHEETS INTO SO MUCH LINT, IN YOUR SUPER STRUGGLE, AND YET BY DAY STILL PUTTING ON YOUR MOST HEROIC FACE LIKE A GOOD LITTLE SOLDIER. THEN IT FINALLY HITS YOU. YOU LACK COMPANIONSHIP. YOU SEE, THE LIFE OF A HERO IS A LONELY ONE, & THE ONLY PEOPLE YOU SEE SOCIALLY ARE THE GIGGLING TIGHT CLAD NINNIES YOU BATTLE ACROSS THE ROOFTOPS ON A DAILY BASIS. WHAT YOU NEED IS AN EAGER LEWIS TO YOUR ALL EXPERIENCED MARTIN, A SPANDEX SONNY TO YOUR OVERLY MUSCULAR CHER. SO WHAT IS A HERO TO DO, EVERYONE KNOWS A FIRST CLASS SIDEKICK GOES FOR BEAUCOUP BUCKS & LET'S FACE IT, YOUR SECRET LAIR IS IN SERIOUS NEED OF REMODELING AND YOU'RE NO BILLIONAIRE PLAYBOY. WHAT ARE YOUR OPTIONS? LEASING, BUYING USED, HOME GROWN, AND WHAT ABOUT CARE AND FEEDING. CAN YOU GET BOOKS ABOUT THIS, INSTRUCTIONAL VIDEOS? WELL, LET ALL THOSE FEARS JUST FADE AWAY, WE'RE HERE TO HELP.

I KNOW YOU'RE CONFUSED, BUT IT'S OK. WE'LL TAKE THIS ONE STEP AT A TIME, FIRST LET'S TALK ABOUT MAKING YOUR OWN SIDEKICK FROM SCRATCH, THEN ABOUT BUYING USED, WHICH HAS ITS OWN UNIQUE PITFALLS SO IS BEST ADDRESSED SEPARATELY.

YEAH - SO ANYWAY LET'S GET YOU A SIDEKICK. THE FIRST THING YOU'LL NEED IS A WORKING KNOWLEDGE OF OUR CHARACTER BUILDING SYSTEM OF "KUDO'S", AND YES IN THIS CASE WE'VE GIVEN THEM YET ANOTHER CLEVER NAME, I'M CALLING THEM "KICKKUDO'S" OR "KK'S", BUT YOU CAN PRETTY MUCH DO THE SAME THINGS WITH THEM AS WITH "BIG PRICKUDO'S" OR THOSE CHARACTER GENERATIONAL "KUDO'S". YES, YET ANOTHER THING TO ADD TO YOUR "WHY I HATE DIRT MERCHANT GAMES, AND WOULD LIKE TO MAKE THEM EAT CARPET LINT" LIST.

THE FOLLOWING RULE APPLY TO ALL SIDEKICKS:

1. "VILLIANS" WILL ALWAYS PREFER TO KIDNAP/TORTURE YOU RATHER THAN SIMPLY KILL YOU, AS IT'S JUST A HECK OF A LOT OF FUN, SEE THE "KIDNAPPING CHART" FOR MORE
2. CROTCH SOCCER DOES NOT WORK ON THEM.
3. SIDEKICKS ONLY TAKE HALF DAMAGE FROM COLD SOURCES, AND ARE COMPLETELY FREE TO RUN AROUND ON THE SURFACE OF ICEBERGS CLAD IN NOTHING BUT TIGHTS, A MASK AND A LEATHER SPEEDO, HEY IT JUST DOESN'T SEEM TO BOTHER THEM.
4. YOU ALWAYS KNOW WHERE YOUR HERO IS.
5. YOUR INITIATIVE IS ALWAYS HERO'S-1.



SO BACK TO THE KUDO THING, SIDEKICKS RECEIVE A MEASLEY 4 KK'S TO BUILD THE PERFECT WARRIOR, YES THATS 4, BECAUSE THEY SUCK - A SORT OF "CHARACTERLIGHT," AND WE ALL KNOW THAT "LIGHT" ANYTHING BLOWS THE BLUE CABOOSE, THEY DON'T HAVE A TOTEM ANIMAL OR GET TO ROLL ON ANY CHARTS OR DO ANY OF THE THINGS THAT A REAL BOY DOES, BECAUSE AFTER BEING CHOSEN OUT OF HIS GRADE SCHOOL CLASS - LIFE BECOMES HARD, FOR JUSTICE IS A CRUEL MISTRESS. SIDEKICKS LEAVE THE REALM OF MORTALS AND BECOME ARCHETYPES, A SINISTER STEROTYPICAL PARODY OF REAL LIFE. SO, TO CREATE YOUR BUDGING BOY WONDER, CHOOSE A SIDEKICK ARCHETYPE FROM THE LIST BELOW, ADD STAT AND SKILL BONUSES FROM SPENT KK'S TOGETHER WITH ANYTHING YOU CONVINCE THE H.M. TO GIVE YOU, AND PRESTO! A NEW LEGEND IS BORN.

CIRCUS ORPHAN = MT 2 FT 4 NT 4 GM 0 MD 2

SKILLS: PSYCHO BRUCE LEE SHIT 2, RUN IN TIGHTS 2,

SPECIAL ABILITY: EMBARRASSING COSTUME, YOU TAKE A -1 NUTS FOR EVEN BEING SEEN WITH THIS PRANCING LITTLE SWEETCHEEKS.

TECHNO GEEK = MT 2 FT 0 NT 4 GM 4 MD 4

SKILLS: TURN RADIOS TO HOWITZERS 2, SCIENCE, AND EVERYTHING YOU FAILED 2, EXPLAIN ANYTHING 2

SPECIAL ABILITY: INSTANT VIDEO GAME MASTERY

STREET PUNK = MT 4 FT 2 NT 2 GM 0 MD 4

SKILLS: MAKE SOMEONE STOP LIVING WITH YOUR FIST 2, THE DOZENS 2, OPERATE VEHICLE 2

SPECIAL ABILITY: CAN GET FREE SODA FROM COKE MACHINES.

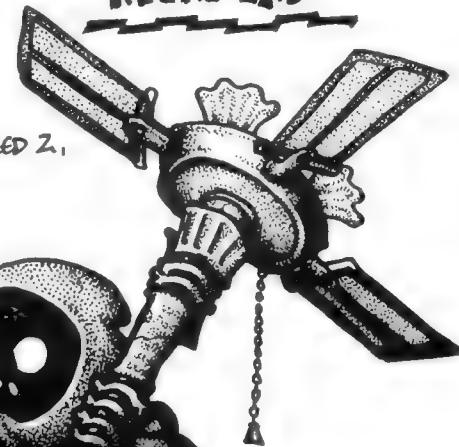
GENERIC = ALL STATS AT 2

SKILLS: NONE

SPECIAL ABILITY: INEXPENSIVE

SKILLS: TRAPEZE ARTISTRY 2

NEERO RAD



EXTRANEous NOTES ON:

STRAIGHTMEN, UNLIKE SIDEKICKS ARE ACTUALLY HUMAN BEINGS WHO, FOR REASONS OF THEIR OWN HAVE GIVEN UP THE LIMELIGHT AND MADE THEIR WILL SUBSERVIENT TO YOURS - GENERATE LIKE A "REAL" CHARACTER, BUT IGNORE ANY "SIDEKICK" RESULTS AS THEY ARE NOT ALLOWED TO HAVE ANY.

LAIME

IF YOUR SIDEKICK BREAKS HIS LEG HE MUST BE PUT DOWN, IT'S THE ONLY CIVILISED THING TO DO.

\$ '94

CLUBBY THE WALRUS BOY

ACORN

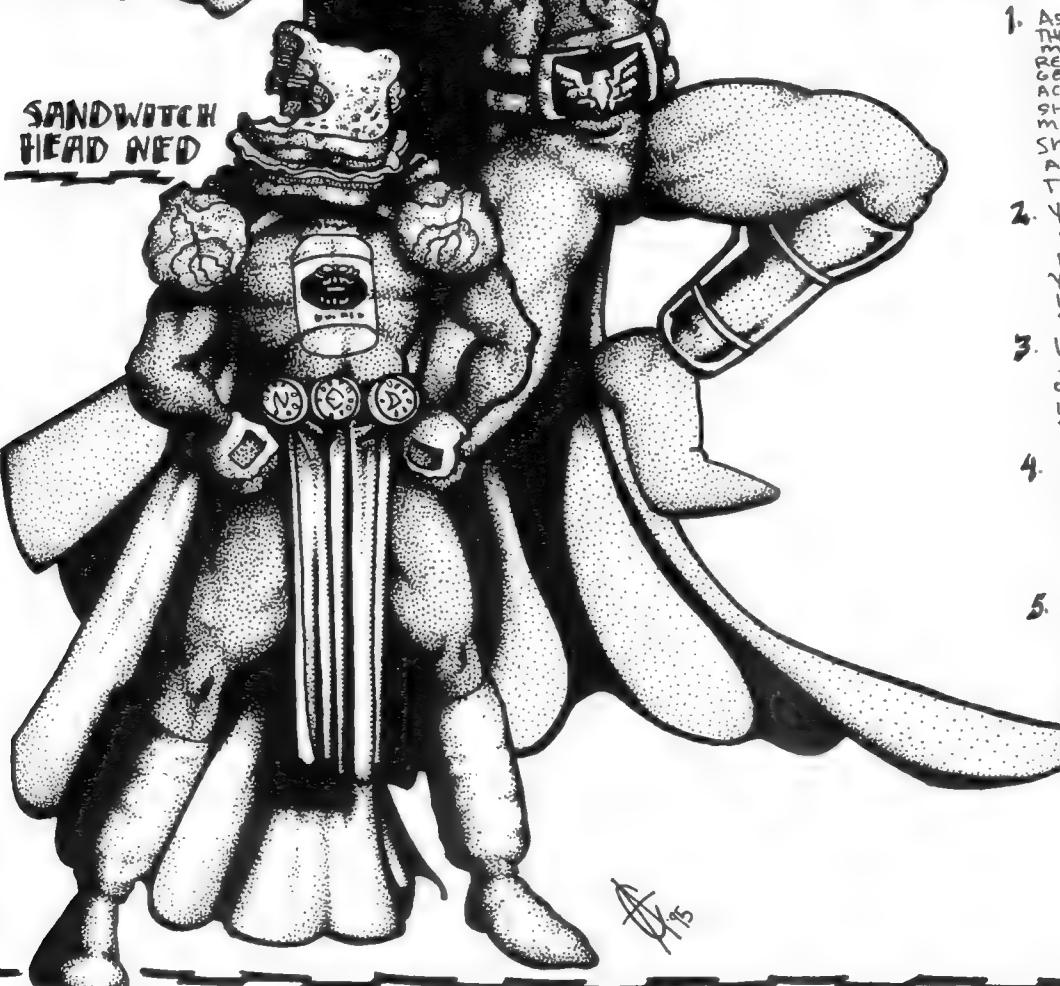
SIDEKICK COST AS MANY PLAYERS WHO DO NOT HAVE ONE, OR WHOSE BELOVED "BAGELBOY" HAS PASSED ON MAY WANT TO PURCHASE

A SIDEKICK, I RECOMMEND EXTREME LAVISH AND EXHORBERANT PRICES TO THE H.M. SIDEKICKS ARE A NONRENEWABLE RESOURCE AND OUGHT TO BE PROTECTED



SECOND HAND SIDEKICKS: EVERY YEAR PLENTY OF PERFECTLY GOOD SIDEKICKS FIND THEMSELVES AMONG THE RANKS OF THE UNEMPLOYED, MOST WITH YEARS OF PERFECTLY LOYAL SERVICE LEFT IN THEM. THE REAL TRAGEDY IS THAT SOME OF THEM WILL NEVER FIND A HOME, A JOB, OR A HERO NOT TRYING TO PUT "EIGHTBALL IN THE CORNERPOCKET!" ALSO THEIR STATUS MAKES THEM A BOON FOR THE STARTING HERO WHO IS ON A BUDGET, OR JUST LOOKIN' TO SAVE A FEW GROBS. TO GENERATE THE "PLAYING PROFILE" OF THE SECOND HAND SIDEKICK, START WITH THE "GENERIC" ARCHETYPE AND NO KUDOS. TO GAIN KUDOS AND SIMULATE THE "LIFE EXPERIENCE" OF THE OLD HAND, YOU CAN TAKE "SHORT-COMMINGS" EACH ONE GIVES YOU +1 KK TO SPEND ON YOUR NEWFOUND FRIEND. THE FOLLOWING IS A BY NO MEANS EXHAUSTIVE LIST:

missing limb, attitude problem, dirty fights, epilepsy, drinks, touches self in public
 tourne, drone, bowel control problem, stutters, smokes, glory days, storyteller, edible
 baby head, ass breath, soulless circumference, your mother, narcoleptic
 eats without, snore, nervous bladder, braying jackass, low self esteem, anorexic
 run of the mill crack junkie, fat
 eras, savage green behemoth, clumsy, danger junkie, fat
 extreme political views, rabies sufferer, hernia, hog
 irish game designer, eats paste, deadhead, frat boy
 Jim Stattel, E! host, parrot head, conehead, pinhead
 prima donna, talk show host, daytime emmy winner
 eraser head, trick knee, has LSD flashbacks, cabbie
 Surley Stoker, Stoker, Salesman, illustrator, pope
 graphic designer, Surley Stoker, Salesman, illustrator, pope
 board again, anyway Salesman, posers, lawyers
 superiority complex, whiner, know it all, piles.



AND NOW THINGS I HATE TO ADMIT I ALMOST FORGOT WHILE CAUGHT UP IN THE SPIRIT OF THINGS

THE "KIDNAPPING CHART"

1. AS THE VILLAIN HENCHMAN SLAPS THE WET CLOTH OVER YOUR NOSE AND MOUTH, YOU SUDDENLY COME TO THE REALISATION THAT YOU'RE NOT FALLING GENTLY ASLEEP. THIS DOLT MUST HAVE ACCIDENTLY GRABBED THE "LECTRIA SHAVE" WHILE REACHING FOR THE MORE FAMILIAR CHLOROFORM. A SMILE CROSSES YOUR FACE, JUST AS HE STAVES IN YOUR JAW WITH THE I-BEAM.
2. YOUR PUBLISHER HOLDS A POLL TO DECIDE YOUR FATE, THE READERS (PLAYERS) VOTE WHETHER YOU LIVE OR DIE IN THIS CLIFF-HANGER. SORRY, BUT JOHN Q PUBLIC WILL NOT BE IGNORED.
3. VILLAIN GIVES YOU HORMONE TREATMENT, HASTENING THE ONSET OF PUBERTY. YOUR HERO IS FORCED TO GIVE YOU UP, AS BEARD BURN HURTS HIS SENSITIVE SKIN.
4. WHILE IN CAPTIVITY, YOUR CONTRACT LAPSES, MAKING YOU ELIGIBLE FOR PLAN B FREE AGENCY. FRANKLY THE VILLAINS MAKE YOU A BETTER DEAL, SO YOU JOIN THE FORCES OF EVIL.
5. YOUR HERO MUST BE SOME KIND OF BIZARRE MARTYR, HE ACTUALLY PAID THE RANSOM. HOWEVER, HE HAD TO SELL EVERYTHING HE OWNED TO DO IT. CRIME MAY PAY, BUT GOOD ALWAYS GETS THE SHAFT.
6. IN A MOMENT OF HUBRIS, THE VILLAIN FORGETS THE RULES OF THIS LITTLE GAME, AND TELLS YOU ALL HIS TOP SECRET, VERY EVIL PLANS. OF COURSE HE WAS FORGETTING THAT THIS WOULD ALLOW YOU TO ESCAPE AUTOMATICALLY.

WEAPONS ARMOR



WEAPON DATA :

WEAPON CODE BREAKDOWN: ANGUSH/DAMMAGE (SHOOTIN' BONUS)/ RANGE (BLAST RADIUS OR # OF PEOPLE YOU CAN PEPPER)/ SIZE OF HOLE IT WOULD PUT IN COUNTRY-WESTERN SINGER SLIM WHITMAN [CLIP CAPACITY] COST IN CONFEDERATE CHITS (DUMP TECHNITION BRIBE TO FIND YOU ONE) MODIFIER ON "YOU LOOSE" CHART.*

PEPPERING: SOME WEAPONS CAN "WALK THIER FIRE" OR "SPRAY" OR, AS WE LIKE TO PUT IT "PEPPER THE LIVING SHIT" OUT OF MULTIPLE VICTIMS. PEPPERING ONE VICTIM IS RESOLVED AS NORMAL (SKILL + SHOOTIN BONUS). PEPPERING MULTIPLE VICTIMS SUBTRACTS 1 FOR EVERY POOR SHMUCK AFTER THE FIRST. EXAMPLE: CHAS, THE STICK FACED BOY, TIRED OF PLAYING "FETCH" LEVELS HIS MISTER SMELTER AT 'REX', 'SPIKE' AND 'CUDDLES', THREE FOURTHS OF A PARTICULARLY NASTY BAND OF POODLE MUTANTS WHOSE FOURTH MEMBER 'SPECK' IS CURRENTLY SERVING AS AMMUNITION FOR SAID SMELTER. MISTER SMELTER CAN ONLY SPRAY UP TO TWO TARGETS SO CHAS DECIDES THAT REX AND CUDDLES MUST PAY. CHAS' SHOOTIN KINDA BILG GUNS SKILL IS 14 AND THE NOT TOO ACCURATE MISTER SMELTER HAS A SHOOTIN BONUS OF -2 LEAVING CHAS WITH 12 ON TOP OF WHICH HE SUFFERS AN ADDITIONAL -1 FOR SHOOTING AT BOTH REX AND CUDDLES FOR A TOTAL MODIFIED SKILL OF 11 FOR EACH SHOT (PEPPERING SHOTS ARE ROLLED SEPARATELY UNLESS THE H.M. THINKS THIS SUCKS). CHAS ROLLS 6(+1=17) TO HIT REX BUT ONLY A 3 (+11=14) FOR A TOTAL MISS AND CUDDLES AND SPIKE ARE ALL OVER CHAS LIKE TWO PEOPLE MUTANTS ON A STICK-FACED BOY. IT IS PROBABLY GOOD TO NOTE THAT TO PEPPER MULTIPLE VICTIMS, THEY HAVE TO BE STANDING AT LEAST SORTA CLOSE TO EACHOTHER.

WEAPON STATS: Classic <OR: WEAPONS FROM THE FIRST BOOK WE WERE TOO LAZY TO GIVE YOU FULL STATS FOR.

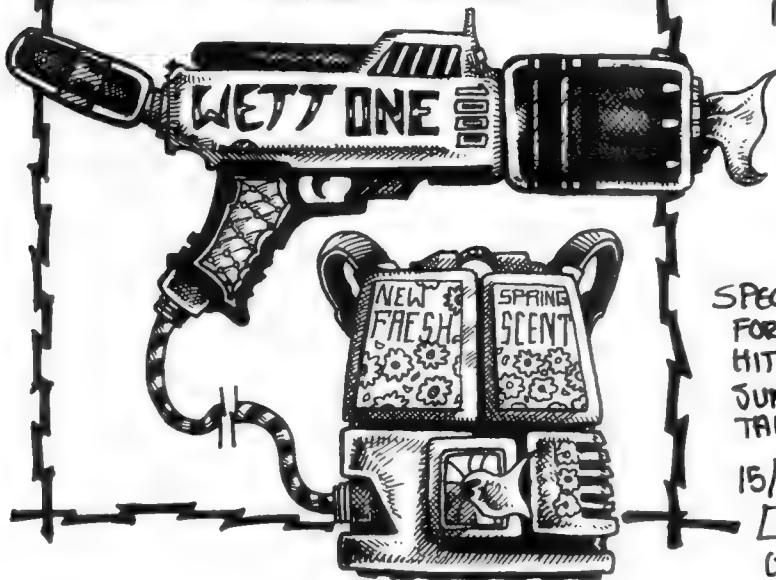
- BABY GRINDER: 15/2(4) / 84' (PEPPER UP TO 10 VICTIMS) / C [2000 MICRO CALTROPS (40/BURST)] 381 (TALKING TEDDY BEAR) -2
- BIK BOPPER: 17/2(0) / 11' (IGNITES ARMOR, NOT MEAT, JUST ARMOR) / C [16] 413 (JACK IN THE BOX) D +CONSTANT BUT CAUSES TUMORS.
- RX-109 CRATER MAKER ASSAULT CANNON AND SOUP THERMOS: 16/4(0) / 111' (5' BLAST RAD) / D [16] 462,5 (WARM FRESH DOUGHNUTS) -1
- GORE-X ROTARY TENDERISER AND BLADECASTER: 15/3(+1) / 36'(-) / C [16] 359 (BOX 4000 BENDY-STRAWS) -1
- HEALTH-B-GONE 20/3(-1) / 1500' (PEPPER 3) / D [16/CAN] 914 (ROSE/CAN) +1
- HCKLER + KETCH MEGADRAMA PLASMATIL REVOLVER: 10/4(+1) / 23'(-) / C [15] 499(-1/2) = 487 (LIL' WRANGLER OUTFIT) 0
- JACKSON/PYROR INFERNO PISTOL 20/2(0) / 10' (PEPPER UP TO 3 VICTIMS) / B (VICTIM TAKES -1 EVERY ROUND AFTER THE FIRST UNTIL HE IS PUT OUT, SO POTENTIALLY -H) [16] 266 (ASBESTOS SLINKY) -1
- HUNDRED ARMY ANTI-DEPRESSION BLASTER: 6/2(-1) / 64'(-) / A [15] 38 (20 BOXES OF HUNDRED ARMY 'MINITY TASTE OF FREEDOM COOKIES' AVAILABLE AT K.A. BAKE SALES FOR THE PRICE OF ONE WORKING BLASTER PISTOL) -2
- LAWN BERT 20/3(0) / 0 (40' RADIUS) / E [15 MIN. WORTH OF SPRAY, ONE ACTIVATED CANNOT BE SHUT OFF] 164 (TREN STAR COMMEMORATIVE PLATE SET) -4 (YIKES!) 0
- MISTER SMELTER 18/4(-2) / 68' (PEPPER 2) / F [15/3 MIN. RELOAD] 324 (LA MACHINE (AKA MR. SMELTER JR.)) 0
- L-13 PIPE HUCKER: 13/3(+1) / 159'(0) / C [15] 298 (BOX OF POPE RUDIE DEAD SEA ROLLS) +1
- PLASMA FRENZY 17/3(+1) / 47' (PEPPER 3) / D [HOLLYWOOD: YES THAT MEANS UNLIMITED] 1214 (A FRIEND) +2
- PAGAN BUSTER PARFAIT: MONDO 10/2(+5) / ORBITAL ATTACK SATELITE CAN FIRE A SAWO OF IT ANYWHERE ON PLANET OR ONE THROUGH HYPERSPACE (1500' RADIUS) / H [SATELITE HOLDS 160] 1,234,562,001 (A SMALL MOOD OF HIS OWN) -10
- SODOMY SHOTGUNS 20/4(+3) / 51' (10' BLAST RADIUS) / G [2] POSSESSION IS FURNISHABLE BY NAMED KEEF-HAULING IN OPEN SPACE (BATTLE WAGON WI AM/FM STEREO, AIR, WHITE WALL TIRES, AND REAL COWTHIAN LEATHER SEATS) +1
- ULTRA THREAT GRENADES: 13/2(0) / THROWN (15' BLAST RADIUS) / C [1] 422/BUCKET OF 100 (A QUIET EUGENINT, A HOME-COOKED MEAL AND MAYBE A MOVIE - IS THAT TOO MUCH TO ASK YOU UNSYMPATHETIC BASTARD!) -2
- PHYLISS 12/4(+3) / 33' (2' BLAST RAD) / E [16] UNIQUE-NOT AVAILABLE IN IMPERIUM (MEGA DEATH UNPLUGGED) H OH SWEET PHYLISS.
- HARBINGER OF THE VOID 20/6(0) / 999'(-) / H [HOLLYWOOD] UNIQUE (NO) 0

*UP TO A MAXIMUM OF 12, SNAKE EYES IS ALWAYS YOU LOOSE AND IS NEVER MODIFIED.



WEAPONS

+WETT ONE THOUSAND-

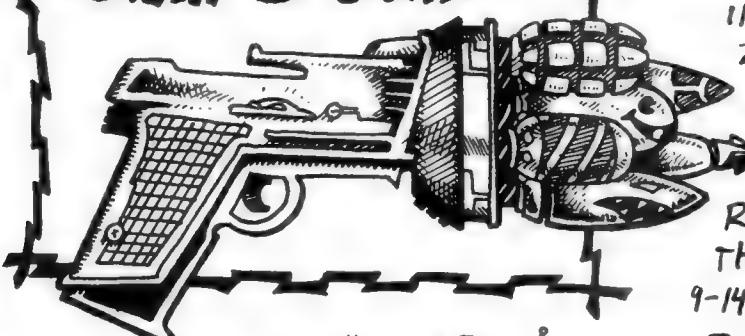


MOIST TOWELLE DISPENSER CANNON?! DON'T LET THE AMMUNITION FOOL YOU, THIS LITTLE BABY LEAVES A BEAUTIFUL LEMEN-SCENTED CORPSE WRAPPED UP AND READY FOR SHIPPING TO WHEREVER HIS FINAL RESTING PLACE IS, NEAT, CLEAN, NAKED. THE WETT 1000 WHERE CLEANLINESS IS NEXT TO CERTAIN DEATH.

SPECIAL RULE (OOH QUICK GIVE ME ONE OF THESE): FOR EVERY BURST FROM THE WETT 1000 THAT HITS (EVEN IF IT CAUSES NO DAMNABLE) A VICTIM SUFFER'S A -1 FT PENALTY UNLESS HE/SHE/IT TAKES A ROUND TO CLEAR THE STUFF OFF.

15/2(+2)/29' (PEPPER UP TO 5 VICTIMS)/C [150,000 (1000/BURST)] 760 (ELVIS' AUTOGRAPH)+1 (HOW BAD COULD A BACKFIRE BE?)

+ENEMY-B-GONE-



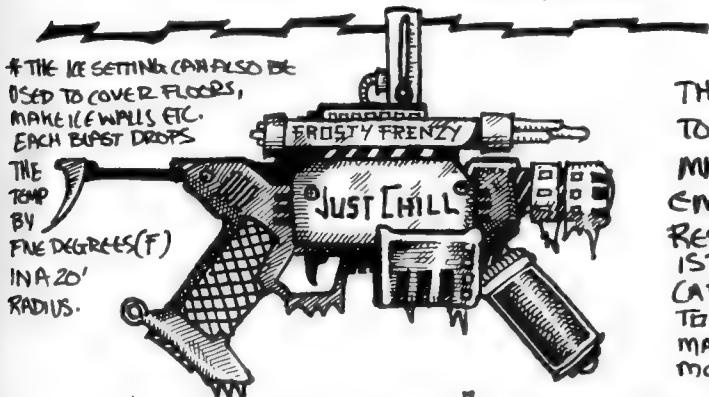
THE SECOND INSTALMENT IN THE EVER-INCREASINGLY POPULAR B-GONE LINE FROM ZEN LUNATIC; WHERE SOULESS GENOCIDE IS NOT ONLY A STATE OF MIND, IT'S A WAY OF LIFE. THE NEW 1033 ENEMY-B IS SURE TO TAKE SECOND FIDDLE TO NO OTHER RANDOM GRENADE LAUNCHING PISTOL ON THE MARKET TODAY, EVEN IF THERE WAS ONE. 9-14/16 (-2)/22' (18-23' BLAST RADIUS (17+1d6))/B-F [1] 340 (AIR CONDITIONER) 0

-KITTY KITTY BANG BANG-



NEVER BEFORE IN THE LONG HISTORY OF THE CW, WITH THE POSSIBLE EXCEPTION OF THE OF THE GREAT KLEEN KITTY KAT LITTER CONTAMINATION OF 642 AR, HAVE SO MANY CUTE CUDDLY KITTENS BEEN TURNED AWAY AT DOORS, LEFT IN TREES AND CARPET BOMBED ON GENERAL PRINCIPLES UNTIL THE INCEPTION OF THIS DEVICE. CREATED BY CRUEL CO. THE WEAPON SEEMS TO BE ENJOYING GREAT SUCCESS NOT SO MUCH DUE TO THE QUALITY OF EXPLOSIVES OR THE INTRICATE CIRCUITRY OF THE TIMING DEVICE, BUT THAT THE UNIVERSE IS FILLED WITH AN OVERWHELMING NUMBER OF MEAN SPIRITED BASTARDS WHO JUST LIKE BLOWING UP CATS. 6/5(-1) HEY DID YOU EVER TRY TO THROW A LIVE CAT (SCRATCH))/THROWN OR WALK-NICE KITTY GO HOME-NICE KITTY (15' RADIUS)/D[1]12 (A KITTY CAT, SOME DYNAMITE AND A CLOCK)-1.

FROSTY FRENZY



* THE ICE SETTING CAN ALSO BE USED TO COVER FLOORS, MAKE ICE WALLS ETC. EACH BURST DROPS THE TEMP BY FIVE DEGREES(F) IN A 20' RADIUS.

THE SECOND OF A SERIES OF WEAPONS (INCLUDING THE BELTER FRENZY, THE MAGMA FRENZY AND THE ELECTRO FRENZY) FROM SIXANGRI VIKINGS AND A SWEDE INC. A COMPANY THAT BELIEVES IN

THE SANCTITY OF UNNECESSARY FORCE. IF YOU'RE GOING TO GO THROUGH ALL THE TIME AND EFFORT TO KILL A MAN NEITHER OF YOU SHOULD HAVE TO SUFFER THE EMBARRASSMENT OF HAVING TO GO THROUGH IT TWICE.

RESPECT FOR THE DEAD EVEN BEFORE YOU KILL THEM IS THEIR CREDO. 15/2(+1)/66'(PEPPER 3)/D [HOLYWOOD] 200 (A FRIEND) +2. OPTIONAL SETTING: ANG/DAM REDUCES TO 6/1(+1) BUT FOREVERLY PT OF DAMAGE VICTIM MUST MAKE A KINDA OVERWHELMING FEET TEST (-* OF PT'S DAM) JUST TO MOVE AS HE IS NOW COVERED IN ICE. THE VICTIM MUST CONTINUE MAKING SUCH TESTS UNTIL HE MAKES A BOGUSLY DIFFICULT MT TEST TO BREAK THE ICE. (NO MODIFIER) *

SWANSON'S INSTANT MINE FIELD

HOW MANY TIMES HAVE YOU SAID TO YOURSELF "SURE I COULD

USE A GOOD MINE FIELD RIGHT ABOUT NOW,

BUT I JUST DON'T HAVE THE TIME"?

WELL NOW YOU DO BECAUSE WITH SWANSON'S INSTANT MINEFIELD YOU

CAN COVER AN AREA

IN MINUTES AND FOR

PENNIES A CAP-FULL.

JUST ADD THE DEHYDRATED BOMB POWDER, SPRINKLE WITH HOSE AND RELAX.



EACH CANISTER HAS ENOUGH BOMB POWDER TO LIGHT COVER 200' FT. OR DENSELY COVER 20' FT. ANG/DAM: 8/5 BUST RAD: 10' COST: 63/CAN. DT BRIBE: BEDTIME STORY.

BARREL OF MONKEYS GRENADE

NEW FROM CRUEL CO., WHAT'S MORE FUN THAN A BARREL OF MONKEYS? A GRENADE THAT'S WHAT. EACH GRENADE HOLDS 5000 MONKEY ZYGOTS

THAT FIRE INSTANTLY FLASH AGED TO FULL RABID

MATURITY UPON IMPACT. THE TERRIFIED FRENZIED

MONKEYS WHO UNTIL A MOMENT AGO WERE LITTLE MORE

THAN A SPERM INSTANTLY ATTACK/GUM UP THE WORKS OF WHATEVER THEY LAND ON.**

** ANG/DAM ETC: H.M. DISCRETION.

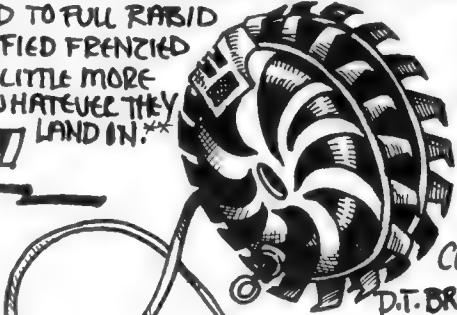
CHAINSAW YO-YO

COST: 121 DT BRIBE: BOY'S LIFE SUBSCRIPTION.

THE CHAINSAW YO-YO LETS THE LITTLE SLICER/DICER IN THE FAMILY TO GET INTO THE THICK OF IT WITH OUT BETTING IN OVER HIS HEAD. LEARN FUN TRICKS

LIKE THE CRADLE, WALKING THE DOG AND ROCKET

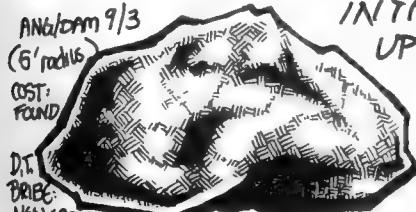
IN THE POCKET. YO-YO MAYBE WIELDED AT A RANGE OF UP TO 13' USING MAKING SHARP THINGS GO THROUGH



COST: 173

DT. BRIBE: SLIP AND ANG/DAM: 8/3 SLIDE U. LOOSE MOD: -2

ROCK SOFT THINGS THAT SCREAM AND BLEED.



ANG/DAM 9/3

(5' radius)

COST:

FOUND

DT. BRIBE: NEW CAR SMELL.

FOLLOW UP TO THE TEASER CAMPAIGN REVEALED THE MANUFACTURER, ORDERS WOULD FLOOD IN: SUCCESS. HOWEVER SOMEONE SCREWED UP THE PURCHASE ORDER, 10,000,000,000,000 WERE MADE AND SPREAD RANDOMLY THROUGHOUT THE COUNTRY. MANY WERE FOUND, PUBLIC INTEREST WAS PEAKED, AND WHEN THE WAS REVEALED, ITS OWNERS FIRED INTO A BLACK HOLE AND EVEN TO THIS DAY YOU CAN REACH DOWN AND JUST PICK ONE UP (BOYCARDS FOUR TIMES IN A ROW) OR MAYBE YOU'LL JUST FIND ONE WHILE YOU'RE OUT FOR A WALK.

ATTEMPTING TO BREAK INTO THE MARKET OF BRILLIANTLY DISGUISED MINES, PSY CO. LTD HAD 10,000 ROCK SHAPED BOMBS MADE AND SPREAD RANDOMLY THROUGHOUT THE COUNTRY WHERE EVERY SO OFTEN ONE WOULD BE FOUND (BOOM) PUBLIC INTEREST WOULD BE PEAKED, AND WHEN THE

SUCCESS.

HOWEVER SOMEONE SCREWED UP THE PURCHASE ORDER, 10,000,000,000,000 WERE MADE AND SPREAD RANDOMLY THROUGHOUT THE COUNTRY. MANY WERE FOUND, PUBLIC INTEREST WAS PEAKED, AND WHEN THE

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PICK ONE UP (BOYCARDS FOUR TIMES IN A ROW) OR MAYBE YOU'LL JUST FIND ONE WHILE YOU'RE OUT FOR A WALK.

POWER GROVER

THE FIRST INSTALLMENT IN WHAT PROMISES TO BE A LONG-LINE OF CLOSE COMBAT ASSAULT MUPETS. FOR THOSE HAND TO HAND ENTHUSIASTS WHO DON'T MIND HAVING THEIR HAND SHINED UP THE BUTT OF THEIR WEAPON. THE POWER GROVER IS A REALTREAT OFFERINGSUCH PERKS AS 360° COMBAT W/0 PENALTY AND RADAR ALERT MODE FOR WHEN YOU NEED TO CATCH A FEW Z'S.
10/5(-)/HTH(-)/E [10 HRS / CAN OF GAS]
650(LIVE CAGED WASTIT)+1

NUCLEAR BLACKJACK

THE ABSOLUTE ULTIMATE IN LIGHT SUBDUAL WEAPONRY.

THE NUCLEAR BLACKJACK HAS AN UNLIMITED POWER SUPPLY (UNTIL MELTDOWN)
15/3(-)/HTH(-)/C [UNLIMITED]
513(BUCKEFO WEENIES)-1

MACE

PERSONAL PROTECTION HAS NEVER COME IN SUCH AN EASILY DISPENSABLE CANISTER. BAD FOR THE O-ZONE LAYER? FUCK THAT. BAD FOR YOUR OPPONENTS. MACE; THE LITTLE NOZZLE WITH THE BIG PUNCH. ALSO AVAILABLE IN NEW MULTI-NOZZLE GAUPIAN FLAIL VERSION.

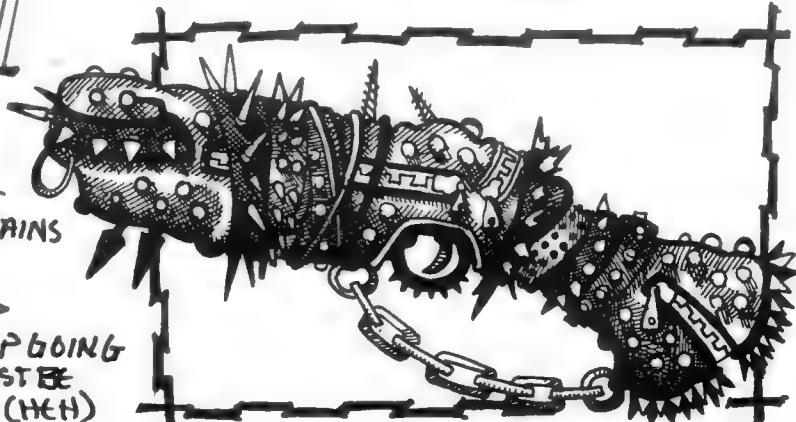
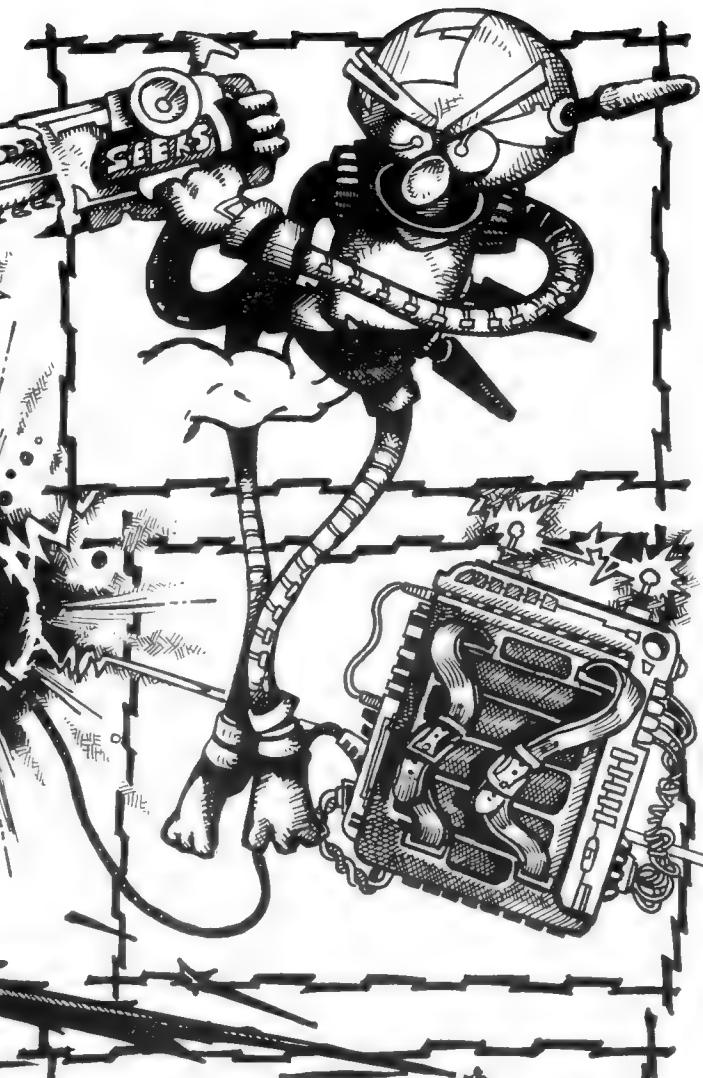
MACE: 8/2(0)/14'(-)/B [15/CAN] 27(OATMEAL ROUNDIES)-1

GAUPIAN FLAIL: 8/2(+1)/19'(PEPPER 3 VICTIMS)
1/B [B/CAN] 62(RUMCAKE)-2

LEATHER DIPTHONG

MANUFACTURED EXCLUSIVELY BY THE SODOMY BIKERS POSSESSION OF THIS PISTOL IS PUNISHABLE BY BEING DRAGGED NAKED FOR THREE HOURS ACROSS THE CHATTERED GLASS PLAINS OF JAGGED IV THE SHARP PLANET.

18/3(+4)/9'(UP CLOSE AND PERSONAL)/D
[YOU TAKE 2 PTS OF DAM / SHOT - IT'LL KEEP GOING AS LONG AS YOU CAN] NO (NO AGAIN - MUST BE FOUND OR BARTERED FOR WITH THE BIKERS)-3 (HEH)



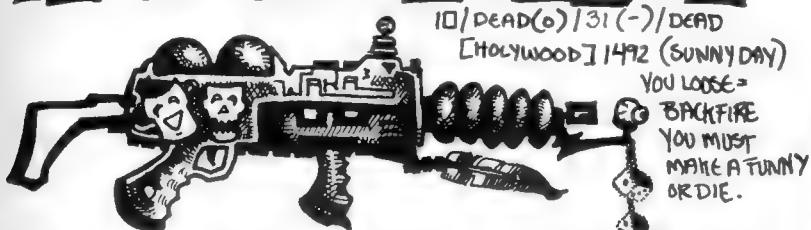
IT IS AN IMPORTANT FACT TO NOTE THAT THE ENTIRE POPULUS OF S.N.E.E. IS IN FACT TWO AND A HALF FEET TALL OR SHORTER. IT BECOMES OF FURTHER IMPORTANCE TO NOTE THAT THEY ALL HAVE HANDS THAT, WHILE THEY MAY BE CUTE AS THE DICKENS, ARE PROPORTIONATELY SMALLER THAN THOSE OF YOUR AVERAGE HUMAN. THESE ARE IMPORTANT FACTS BECAUSE ALL OF THE FOLLOWING IS S.N.E.E. WEAPONRY AND IS DIFFICULT TO USE W/O TWEEZERS.

THE EVEN A MONKEY CAN USE IT BIO PHASEATRON*

SECTION XXAC ARTICLE 91 OF THE S.N.E.E. PLAN FOR TOTAL UNIVERSAL DOMINATION STATES THAT "IN A VERY VAUGUE SENSE THAT NO S.N.E.E. INVASION FORCE SHOULD HAVE TO SUFFER THE INDIGNATION OF BEING SHOT BY SNIPERS IN TREES" REASONING THAT IF YOU ARM THE MONKEYS PRIOR TO AN INVASION NO SNIPER COULD HIDE IN SAID TREES. THE S.N.E.E. ADVANCED ROYAL MONDO DEATH GUARD SATURATED THE TREE TOPS WITH THOUSANDS OF BIO-PHASATRONS. THEY WERE PARTIALLY SUCCESSFUL. TRUE SNIPERS WERE AFRAID TO TAKE TO THE BRANCHES, BUT IT IS ALSO A MATTER OF HISTORY THAT DOZENS OF S.N.E.E. INVASION FORCES WERE DRIVEN BACK UNDER A HAIL OF BANANAS, SMALL TREE DWELLING GRUBS AND BIO-PHASATRON BEAMS.

THE JERRY LEWIS TELLATRON

(OR THE "PRIEST, THE RABBI AND THE FISH BOY ATRON")

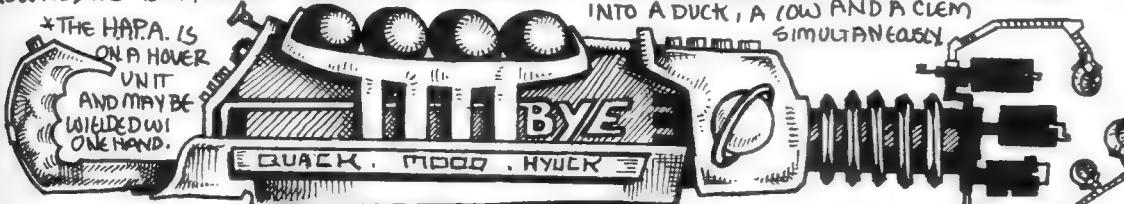


LAUGHTER IS WEAKNESS WE S.N.E.E. DO NOT LAUGH HENCE WE ARE STRONG. THEY CHUCKLE AT OUR HEIGHT, AT OUR APPEARANCE. WE WILL SHOW THEM THE DARK UNDERBELLY OF COMEDY. WHENEVER THE VICTIM'S ARMOR IS PENETRATED, HE TAKES NO DAMAGE (ANGUISH IS USED FOR ARMOR PENETRATION ONLY) BUT HE MUST (THE PLAYER) MAKE A JOKE OR DIE.

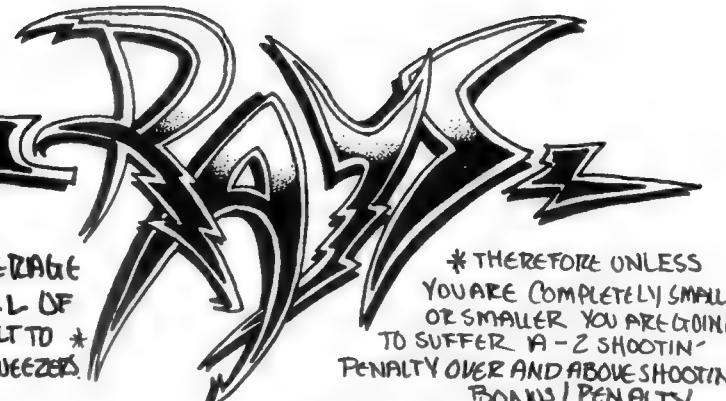
THE HEAVY, ARMOR-PIERCING ATRONOMATIC

(OR THE "OLD MACDONALD HAD A HEAVY-ARMOR-PIERCING ATRONOMATIC")

THE SEDUD NEERG HANE ALWAYS HAD AN UNNATURAL FASCINATION WITH DOMESTICATED FARM ANIMALS TO THE POINT OF, EARLY IN THEIR HISTORY, KIDNAPING MASSIVE AMOUNTS OF COWS, DUCKS AND GUYS NAMED CLEM WHO WEAR SAFETY ORANGE. TO THIS FASCINATION THEY NOW ADD THE HEAVY ARMOR-PIERCING ATRONOMATIC A HEAVY SUPPORT WEAPON THAT TURNS YOU INTO A DUCK, A COW AND A CLEM SIMULTANEOUSLY

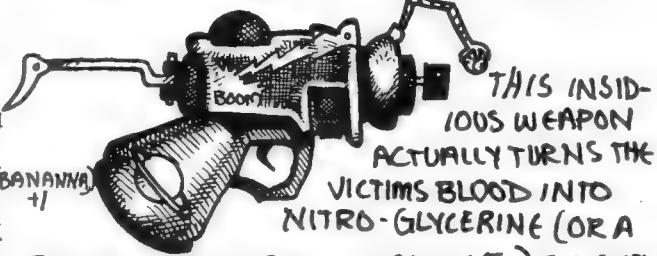


PNG/DAM IS GIVEN FOR THE TROUBLE OF THE TRANSFORMATION. THE ACTUAL FACTS OF THE CHANGE IS UP TO THE H.M. → ALL S.N.E.E. WEAPONRY HAVE UNLIMITED SHOTS AND RAY BEAMS THAT LOOK LIKE SCRATCHED FILM.



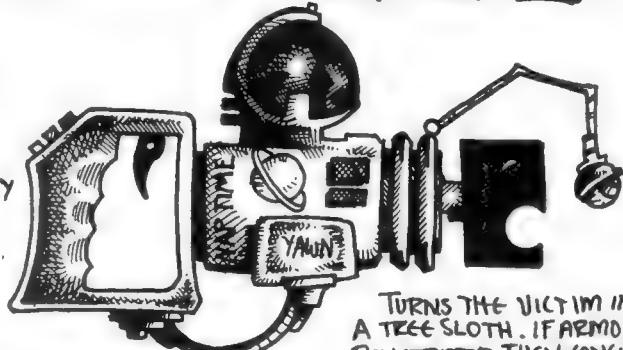
* THEREFORE UNLESS YOU ARE COMPLETELY SMALL OR SMALLER YOU ARE GOING TO SUFFER A -2 SHOOTIN' PENALTY OVER AND ABOVE SHOOTIN' BONUS / PENALTY.

THE NITROMATIC



THIS INSIDIOUS WEAPON ACTUALLY TURNS THE VICTIM'S BLOOD INTO NITRO-GLYCERINE (OR A REASONABLY EXPLOSIVE FACIMILE) FOR EVERY POINT OF "DAMMGAGE" THE VICTIM IS NOT HARMED BUT RATHER HAS HIS BLOOD CHANGED TO NITRO FOR ONE SECOND. IF THE VICTIM MAKES ANY SODDEN MOVES (FT MANEUVERS), OR IS MOVED HE WILL EXPLODE. OTHERWISE HE'S O.K. 12/2(0)/43'(-)/H(BOOM)[HOLLYWOOD] 662(MYANT)

THE SLOTHOMATIC



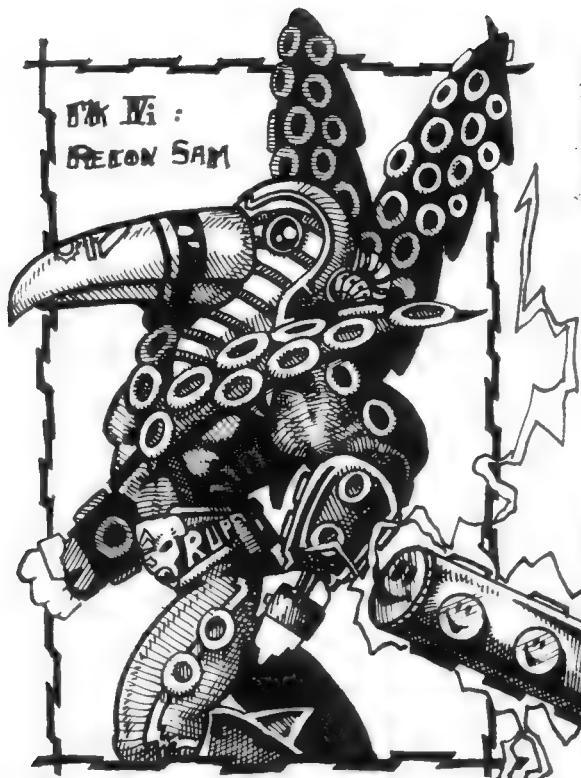
TONS THE VICTIM INTO A TREE SLOTH. IF ARMOR IS PENETRATED THEN CONSULT THE CHART BELOW. SLOTH TOTEM CHARACTERS ARE BLESS FULLY IMMUNE.

R/CHART(0)/28'(-)/THE GREAT AMERICAN COUNTRY WESTERN TREE SLOTH [HOLLYWOOD] 1077 (WARM PATCH OF GRASS) O

SLOTH CHART

1. KINDA TIRED - 1 FT FOR 1d6 ROUNDS.
- 2-4. REALLY TIRED - 5 FT FOR 1d6 ROUNDS.
5. DEAD ASLEEP. WILL WAKE IN 1d6 HOURS. HAIRY BACK. 6. SLOTH

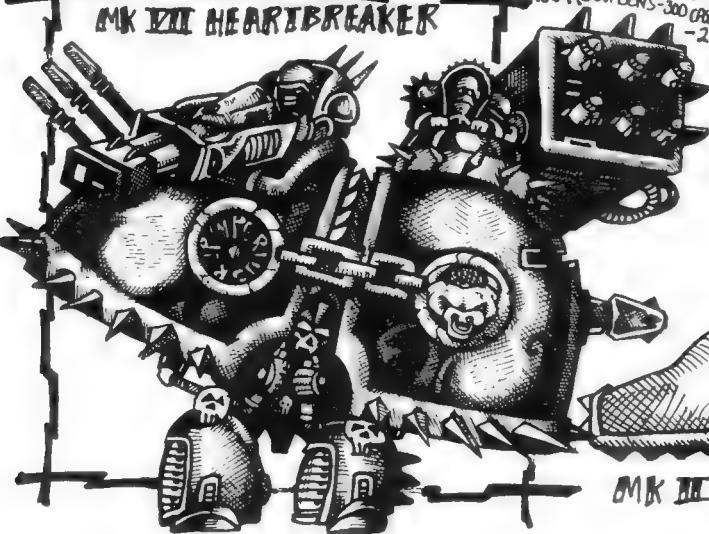
IMPERIAL ARMOR



MK VI RECON SAM. AV 2. FT MOD +1 COST 1506
DT BRIBE: NAVY BLUE PANTS SUIT. Wearer can fly at 500' / ft with a turnability of +6. Covered in float loops this is the COO's light recon armor. Noise sensor array includes radar, sonar, motion, infra, and ultraviolet in a 2 mile radius. The armor is covered in float loops that while afford it its ability to fly are brightly colored to the point of making it an easy target (+2 to opponents shoot roll).

MK II HAPPY BOY: shortly after the coronation, a young RUPERT IT HAD AN IMPERIAL STUDY COMMISSIONED ON THE PROBLEM OF JUST RECENTLY CONQUERED PLANETS REBELLING UNDER IMPERIAL RULE. THE STUDY SHOWED THAT THE CIVIL UNREST WAS DUE TO HAVING THEIR PLANET SACKED THEN RADED AND PLUNDERED BY UNSYMPATHETIC IMPERIAL GOONS. RUPERT RECALLED ALL HIS LEGIONS OUTFITTED THEM WITH PRIMROSE THAT SPOTTED MEAN SIGNS THAT FLASHED MESSAGES LIKE "I UNDERSTAND" AND "YOU'LL JUST FEEL A LITTLE PRESSURE" AND SENT HIS NOW SYMPATHETIC IMPERIAL GOONS OUT TO SACK PILLAGE AND PLUNDER. PROBLEM SOLVED.

MK VII HEARTBREAKER NICK-NAMED THE BACKBREAKER, IS THE ULTIMATE EVOLUTION IN BIG SHOULDER PAD ARMOR. AV. VAL: 9 FT. MOD: -5 COST 414,912 DT. BRIBE LUXURY CONDO WITH WHIRLPOOL BATH. CREW: 4 (1 WALKER 2 GUNNERS, 1 COMMUNICATIONS OFFICER) WEAPONS: KNIFE, MICRO WAVE CANNON: 14/2 (+1) / 406' (-) / C [15] 3194 (PLANE) 0 / IGNORES ME. MISSILE LAUNCHER: 17/14 (1) / 697 (20' rad.) / E [6] 4001 (bot) 0 / PND ARMOR. TEL. LASER: 10/15 (1) / 4012 (-) / CHOW WOOD 4314 (OCELOT) +2 / BOOM BOOM WASHINGTON BATTLE CANNON: 4/6 (-1) / 212' (30' RAD) / C [15] 1004 (BON BONS -300 OBS) -2



MK III HAPPY-BOY



HAPPY
BULLETS

WE CARE
IMPERIUS RUPERT

PEASANT BE GOOD STICK

HAPPY BOY:
AV. VAL: 5
FT. MOD: -1
DT. BRIBE: 874
DT. BRIBE:
Z OUT SUIT
IN PLATINUM
INLINED HAT.
WEAPONS:

PEAS AND BE
GOOD STICK:
ANG / DAM:
MEAT 13 / 3
THE LATEST IN
ELECTRIFIED
PEASANT PRADS.

HOT DEATH
FLAMETHROWER:
AS JACKSON /
PYROR
105 INFERNO
PISTOL
BUT DAMAGE
IS 3 AND THE BRIBE
IS AN PESTOS
SLINKY-DOG.
GOOD EYE SCORE,
AIR FILTER AND COMMUNICATIONS ARRAY.

ALSO: MINIATURE REALLY REALLY SLEEK,
AIR FILTER AND COMMUNICATIONS ARRAY.

CINETOO!

THIS TIME IT'S PERSONAL
(BODY ARMOR)



WHEN YOU'RE THE UNIVERSE'S SINGLE GREATEST PRACTITIONER OF THE ART OF INTERACTIVE ROBOTIC ARMOR MAKING YOU TEND TO GET A BIT BORED WITH THE SAME-OLD SAME OLD. SURE CHIEF ARMORER FOR THE COW. IS A PLUM GIG WITH GREAT DENTAL* BUT HOW MANY VARIATIONS ON THE (NOW CLASSIC) "SMACK MY SERF UP" RIOT-REPRESION SUIT CAN YOU DESIGN AND STILL MAINTAIN ARTISTIC INTEGRITY? SO IT WAS THAT TOOL™ STARTED ON HIS NOW FAMOUS SERIES OF 'THEME' ARMORS. O.K.

SO THE ENVIROTOOL® LINE (FEATURING THE INFAMOUS TREE-MALL, WHOSE MANUFACTURE CAUSED THE DE-FORESTATION OF THEE STAR SECTORS) MAY HAVE BEEN ILL-ADvised AND HUGGYTOOL® FULL-UP ARMOR FOR TODDLERS WAS IN JUST PLAIN POOR TASTE, BUT THE CINETOO!® SERIES, BASED ON TOOL'S FAVORITE MOVIES WAS A RUN-AWAY SUCCESS. HERE ARE A FEW.

THE GLOB ENVIRONMENTAL SUIT: MOVIE: GLOB III: THE SPAWNING AV: THE GLOB ARMOR HAS MT8 AND 20 HP. IT MUST BE KILLED* BEFORE IT CAN COME TO THE GUM INSIDE. THE SUIT REGENERATES 1 HP/DAY, OR 2 HP/HOUR IF IN THE JELLY SECTION OF A SUPER MARKET. FT MOD: WHILE WEARING THE GLOB YOUR FT = 4. COST: 243 DT BRIBE: THIS COMPLETE BREAKFAST. THE GLOB ENVIRONMENTAL SUIT IS REALLY JUST A REPACKAGED FAILURE FROM AN ~~EARLIER~~ EARLIER ARMOR SERIES. ORIGINALLY THE SCHMUCK R.Z., IT WAS PART OF THE POORLY THOUGHT THROUGH EDITOOL SERIES. REALLY JUST A HALF TON OF RASPBERRY JAM IT DOES, HOWEVER SOMEHOW PROVIDE ITS "WEARER" WITH AND VISUAL READOUTS (AS REALLY GOOD EYE/EAR SCOPE) AND COMPLETE PROTECTION AGAINST HOSTILE ENVIRONMENTS, RADIATION, THE VACUUM OF SPACE AND BLAND WEARER MAY ALSO EAT HIS ARMOR AT A DAMAGE OF 1 HP/DAY. TURNS WEARER

BEAT FIVES FAT BOY: MOVIE: BUMBLE IV: JUDGEMENT DAY. FT MOD: +2

FT MOD IN ARTIC CONDITIONS +2. AV 5 (1 AGAINST HEAT ATTACKS) COST 12-12 DT BRIBE: IF YOU'RE REALLY GOOD TO HIM, YOU MIGHT GET ONE FOR X-MAS. THE ABSOLUTE LAST WORD IN HIGH FASHION'S NOW GEAR FOR THE PORTLY, WEARER IS IMMUNE TO COLD AND COLD BASED WEAPONS. GIVES WEARER NARRATIVE ENTRY 6 (AS DRAMATIC ENTRY BUT WEARER MUST SUMMARISE THE GAME THIS FAR). ALSO WEARER MAY ATTEMPT TO SUMMON "THE BUMBLE" WHICH ON HOL TRANSLATES AS UNCLE MICKY WHO, IF HE IS WITHIN 50 MILES WILL COME IN 106 ROUNDS (NOT THAT THAT IS REALLY A "GOOD" THING). ANY SNAKE-EYES ROLLED WHILE WEARING WILL CAUSE THE ~~WEARER~~ PLAYER TO EITHER SING A CHRISTMAS SONG ABOUT SOMETHING IN GAME-PLAY OR BLOW UP. ***

WUB-BUB JUNGLE GEAR FOR MIDGETS: MOVIE: THE EMPIRE SELLS OUT. FT MOD +2. AV 3. COST: 1050. DT BRIBE: A WEEKS VACATION IN THE DIAPER SWAMP.

THIS SUIT BUILT FOR THE DIMINUTIVE (YOU MUST BE UNDER 4' TALL TO WEAR IT) JUNGLE COMANDO AND FEATURES A VARIETY OF SPECIAL EXTRAS FOR THE RURAL REBEL ON THE GTO. THE SUIT GIVES THE WEARER CRITTER TRAINING 4, SWING FROM TREES 3 AND MAKE SOMEONE DO YOUR BIDDING 'CAUSE YOU'RE SO CUTE/MARKETABLE 4.

ALSO COMES EQUIPED WITH A TROOPER PROD 8/2 (10/4 VS FOES WITH ARMOR)

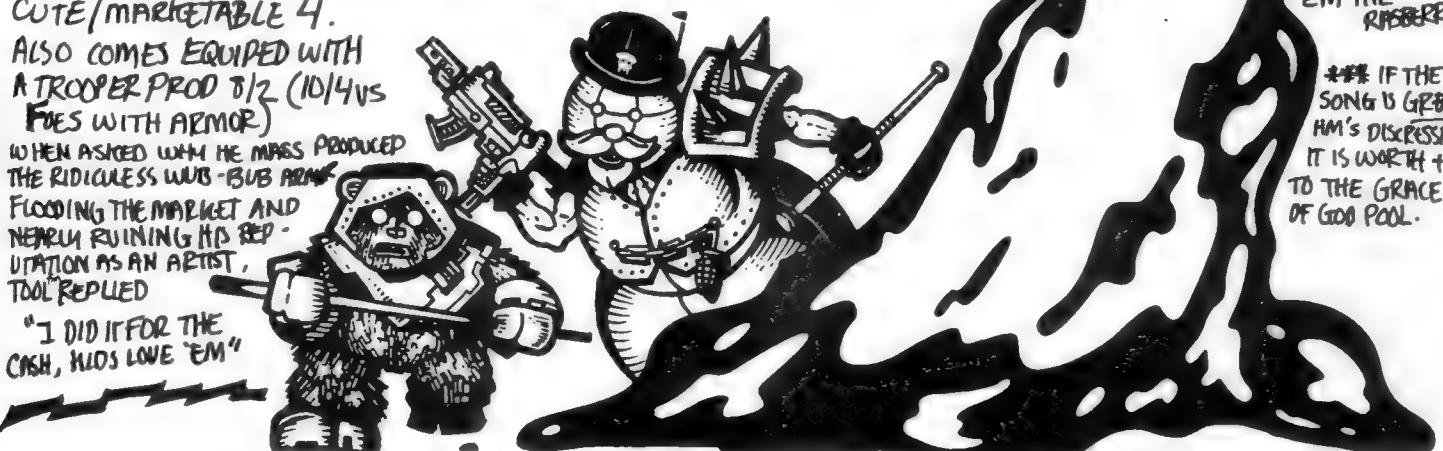
WHEN ASKED WHAT HE HAS PRODUCED THE RIDICULESS WUB-BUB ARMED FLOODING THE MARKET AND NEARLY RUINING HIS REPUTATION AS AN ARTIST, TOOL REPLIED

"I DID IT FOR THE CASH, KIDS LOVE 'EM"

THOUGHT-REACTIVE OXYGEN, AUDIO EJECTION FROM TOMST. RASPBERRY RED.

* OH SO IMPORTANT WHEN YOU'RE JUST A HEAD. SLOGAN: *** WHEN YOU'RE IN A JAM, GIVE 'EM THE RASPBERRY

*** IF THE SONG IS GREAT HAM'S DISRESPECT IT IS WORTH +1 TO THE GRACE OF GOD POOL.



CORPORATION ARMOR



EH ARMOR

ARMOR VALUE: 3
FEET
MODIFIER: 0
COST: 502
DT. BRIBE: 17 CASES SODA

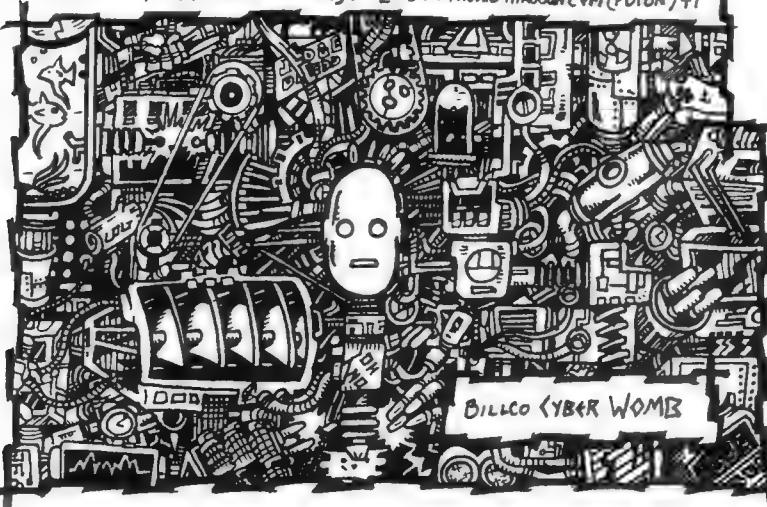
SPECIAL ABILITIES:
EH SHIELD. EH
ARMOR HAS AN O.K.
POWER SHIELD THAT
GIVES THE WEARER
O.K. PROTECTION
(+2AV) 3 ROUNDS
A DAY.

DESCRIPTION:

MANUFACTURED BY
REMOURLESS PANTS ©
THE ASSAULT ARMOR
DIVISION OF ROCOCO
COLA. EH ARMOR IS
MADE UP OF THE
DISGARDED LEFT-
OVER BITS OF EVERY
DECENT SUIT OF ARMOR
THAT IS MANUFAC-
TURED IN THE KNOWN
UNIVERSE. YEP STRUNG
EM TOGETHER WITH A
NIFTY PAINT JOB AND
THE CATCHY SLOGAN
"COVER YOUR EH-NESS,"
AND YOU HAVE A
MARKETING EXTRAVA-
GANZA THAT WILL
KEEP YOUR OTHERWISE
CRAPPY ARMOR ON
CONVENIENCE STORE
SHELVES FOR DECADES
TO COME. HEY ITS... eh.

C+M SPORK-MAIL

ARMOR VALUE: 4 FT. MOD: 0
FEET: 991 DT. BRIBE: WARM FIZZY
SP. ABILITIES: JENUFLECTION DRIVE:
THURCH + MUNCH HAS ISOLATED AND
FOUND A WAY TO HARNESSE THE ELECTRO
MAGNETIC PATTERNS IN THE BRAINS OF
SUPPLICANT WORSHIPPERS OF THE LOAD INTO
AVAILBLE ENERGY SOURCE; FOR EVERY
10 SUPPLICANTS DIRECTLY PRAYING TO
GOD THE WEARER RECEIVES A +1 TO AV
TO A TOTAL OF 13 (AV 4 + 9 MAX JENUF-
LECTION POWER FIELD)
WEAPON: HOT GRAYN GUN FILLED WITH
C+M SMOOTH CREAMY GRAY; THE GRAY
CHRIST WOULD HAVE MADE IF HE ONLY HAD
THE TIME. 16/3(0)/444 (PEPPER 4) 1C [5] ONLY AVAIL THROUGH C+M (FUTON) +1



BILLOCO CYBER WOMB

MANUFACTURED BY BILLOCO.
ARMOR VALUE: NONE
HULL RATING: 5
FEET MOD: "WEARER" HAS A MAX FEET OF 1 ONCE THE "ARMOR"
IS DONNED
COST: FREE, BILL IS HAPPY TO OBLIGE

DT. BRIBE: BILL IS THEIR ARCH NEMESIS THEY DESTROY CYBER-
WOMBS AND THEIR WEARERS ON SIGHT AND EN MASSE.

SPECIAL ABILITIES: WARP: CYBER WOMB CAN TELEPORT
AT WILL (SOMETIMES YOURS, SOMETIMES ITS) ON A PLANET WIDE
SCALE. WEAPONS: 8 STALIN'S PIPE ORGAN; A BATTERY OF
23 L-13 PIPE HUCKERS, LINKED TO FIRE SIMULTANEOUSLY.

DESCRIPTION: YOU MUST BE KEPT SAFE FROM THE WORLD
FROM YOUR ENEMIES, EASE YOUR MIND TRY NOT TO THINK I
WILL KEEP YOU WARM, SAFE, FREE. RESISTANCE IS CRIMINAL.

U.P.C. ARMOR

ARMOR VALUE: 2 FEET MODIFIERS: 0
COST: \$1154 BUMP TECH. BRIBE: PUPPY
ALTHOUGH THE AVERAGE DOT'S DEFINITION OF
PUPPY "VARIES WIDELY.

SPECIAL ABILITIES: TOTAL LASER PROTECTION. WHEN THE WEARER IS SHOT BY ANY LASER OR RAY BEAMS (I.E. SNEE WEAPONS) NOT ONLY WILL THE SHOT BE COMPLETELY INAFFECTIVE BUT IT THERE TO FORE UNNOTICED, AND PERHAPS NON EXISTANT DISPLAY SCREEN ON THE SHOOTER'S WEAPON WILL APPEAR AND DISPLAY STRANGE CRYPTIC SYMBOLS LIKE "\$4.95" OR ".62¢". VERY PUZZLING (INDEED). UPC ARMOR IS WORN ALMOST EXCLUSIVELY BY THE UNIVERSAL PRICING CULT WHO GUARD THE SECRET OF IT'S CREATION CLOSELY.



HUG ME IV NATIONALIST ARMOR

ARMOR VALUE: 4 (GVS. HTH ATTACKS)

FEET MODIFIERS: -2

COST: ONLY AVAILABLE ON HUG ME III....

DT. BRIBE: UNLESS YOU BRIBE A HUG

DT. TO FIND YOU ONE; HARMONICA

SPECIAL ABILITIES: ANY FOE

ENGAGED IN HAND TO HAND WITH THE WEARER OF THIS ARMOR WILL AUTOMATICALLY TAKE 1D6 12/3 HITS EVER ROUND SO ENGAGED ALSO THE WEARER'S FISTICUFFS SKILLS DO DOUBLE DAMAGE (YIPEEE!)

WEAPON: ON HUG ME II A VILLAINOUS PROCESS HAS BEEN PERFECTED, THE LIVE FREEZE-DRYING OF SMALL WOODLAND ANIMALS -NAMELY THE EVER-UNDER-FOOT PORKUPINE. THE CUTE SPINY CREATURES ARE FREEZE DRIED, LIKE DOWNS TO THE SIZE OF A WALNUT AND LOADED INTO THE QUILL CANNON BY THE THOUSANDS. WHERE, UPON FIRING, THEY ARE PLACED RE-HYDRATED JUST IN TIME FOR IMPACT. THAT'LL TEACH THOSE LITTLE FUCKERS TO BE SO DAMNED PROLIFIC. 19/3 (12) / 90.5' (PEPPER 6) / D [2000, 20/BURST] CANNON YOU LOOSE MOD: -2



FLESHTENDER SECOND SKIN

ARMOR VALUE: 2-7 (VARIES EA. DAY)

FEET MODIFIERS: +1

COST: YOUR SOUL - AND DON'T

ASH THEM, THE DT'S KNOW BETTER, NO. UNLESS ONE FINDS YOU THEY CAN ONLY BE ACQUIRED THROUGH THE FLESHTENDERS. **ABILITIES:**

THE SECOND SKIN HAS A MIRROR OF EXTRA EYES, EARS, NOSES AND TONGUE (AS WELL AS ASSORTED FEELERS) EFFECTIVELY GIVING THE WEARER +4 TO ALL PERCEPTION SKILLS. THE SENSE ORGANS ARE DETACHABLE AND WILL LIVE FOR 1-2 DAYS, WHILE TRANSMITTING SENSE INFORMATION BACK TO THE WEARER. AT ANY GIVEN TIME THE CONSTANTLY MUTATING COAT HAS 1D3 EXTRA ARMS (MTA) THAT CAN WIELD WEAPONS AT HALF THE SKILLS OF THE HOST ORGANISM. THE SKIN SPEAKS FLUENT FLESHTENDER AND WILL TRANSLATE FOR ITS MASTER, OR EVEN FOR IT'S WEARER. ALL IN ALL A GREAT ARMOR.*



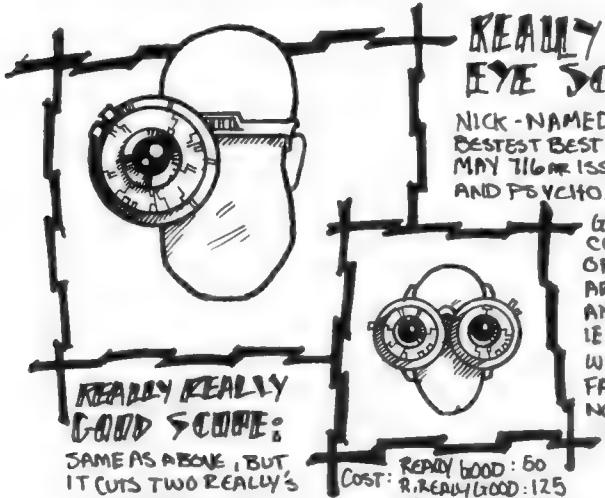
* O.H. SO YOU CAN NEVER TAKE IT OFF WITHOUT IT KILLING YOU AND SO NO ONE HAS EVER WORN ONE FOR MORE THAN 3 MONTHS W/O DISAPPEARING SO WHAT?



EQUIPMENT

AND STUFF.

COST VALUES ARE GIVEN IN IMPERIAL CHIPS (AND SUBSEQUENTLY HGL GROBULES) OF COURSE ALL DT.BRIES ARE VARIABLE (H.M. DISCUSSION)



REALLY GOOD EYE SCOPE

NICK-NAMED 'THE SNIPER'S BESTEST BEST BUDDY' BY THE MAY 716R ISSUE OF GUN AND PSYCHO, THE REALLY GOOD EYE SCOPE CUTS ONE REALLY OFF RANGIES THAT ARE REALLY FAR AND GREATER. I.E.: A SHOT THAT WAS REALLY REALLY FAR (-4) WOULD NOW ONLY BE REALLY FAR (-2)

COST: REALLY GOOD: 50
R.REALLY GOOD: 125
Really Good: 41.6
RESALE: R.REALLY GOOD: 103
D.T.BRIE: HAM, HAM, HAM

REALLY REALLY GOOD SCOPE:

SAME AS ABOVE, BUT IT CUTS TWO REALLY'S TO A MINIMUM OF CLOSER THAN REALLY FAR.

NANNO-DROOGIE

NOW YOU CAN HAVE YOUR OWN SUB-DERMAL POSSE. NANNO DROOGIES INCREASE MEAT BY +1 AND NUTS BY +2. A DROOGIE HOST CAN ONLY DRINK MILK AND CAN ONLY EAT MILK PLUS (MILK PLUS GROUND BEEF) AND MUST EITHER SLEEP OR FIGHT IN THE PRESENCE OF BEETHOVEN. DROOGIES DIE IN 1 WEEK. COST: 500/COLONY RESALE: 1K AND ONLY ONE COLONY MAY DUMP. TECH. BRIE: 4 DAY BAE-B-G BE USED AT A TIME.

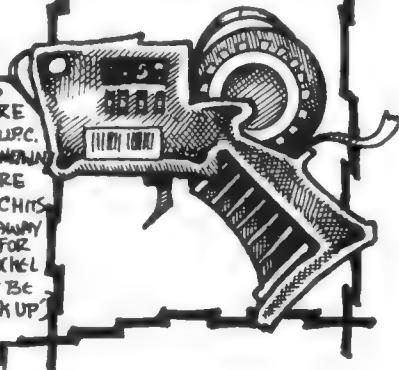


*STAT GAINS ARE TO A MAXIMUM OF 10.

COST: 500/COLONY RESALE: 1K AND ONLY ONE COLONY MAY DUMP. TECH. BRIE: 4 DAY BAE-B-G BE USED AT A TIME.

UPC GUN

USED EXCLUSIVELY BY THE UNIVERSAL PRICING CULT AND ITS OPERATIVES, THIS IS A RARE ITEM INDEED. THE WEAPON IS WELDED BY UPC AGENTS TO PERFORM THE SINISTER RITUAL KNOWN AS THE 'MARK DOWN'. ONE MOMENT YOU ARE SELLING A USED PLAYMA FRENZY FOR 96162 CHIPS AND UP COMES A CULTIST, WHO WALKS AWAY WITH IT. AND WHAT DO YOU HAVE TO SHOW FOR IT? A MEASLY 35 CENTS THREE DIMES AND A NICKEL...WHATEVER THE HELL THOSE ARE. COST: (CANNOT BE BOUGHT) RESALE: 00 (ALSO USEABLE FOR THE 'MARK UP') D.T.BRIE: NO. ITS VALUE NOTHING MORE HIGHLY.



DUMPER

Cost: 796 People 796 D.T.BRIE: THEY HATE THESE THINGS AND WILL HAVE NOTHING TO DO WITH IT.

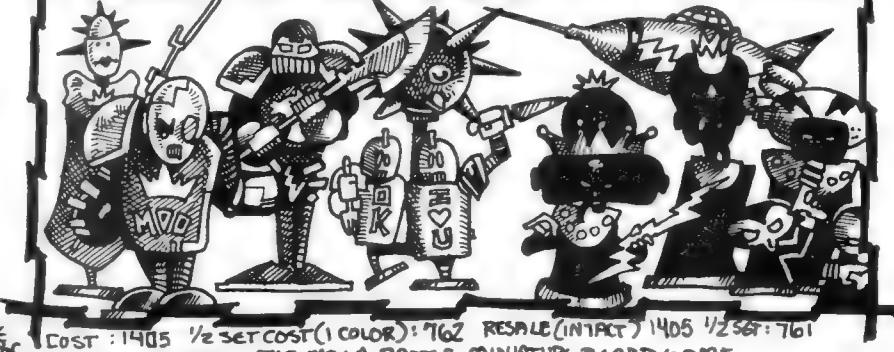
ASTRO-WAR CHESS SET

NOW YOU CAN COMMAND THE FORCES OF RUPERT II EMPEROR OF THE KNOWN UNIVERSE IN HIS NEVER ENDING STRUGGLE AGAINST SNEE. TIRANY. EACH PLAYING PIECE IS A 2" TALL DROID WHO WILL PERFORM THIER-SPECIFIC FUNCTIONS FOR 4 ROUNDS THEN EXPLODE AND DAM 14/1. ALL DROIDS HAVE STATS OF: MO, MT, GM +1 PT: 4 NU: 10.

-WHITE - IMPERIUM -
(1)QUEEN: KING AND BISHOP COMBINED
(1)HNG: MAKE ANYTHING YOUR OWNER THUS YOU TO SAY SOMD MORE IMPORTANT THAN THE VOICE OF GOD EVEN IF YOU ARE ONLY A 2" TALL DROID: 7
(2)BISHOP: SCIENCE AND EVERYTHING ELSE YOU FAILED IN HIGH SCHOOL: 6
(2)KNIGHT: MAKE MINISCULE THINGS DO THROUGH SOFT THINGS THAT KILL AND JUMP AROUND ALOT: 7 (77)
(2)ROOK: MINI PAWN BUSTER LAUNCHER RANGE 15', 4" BLAST RADIUS 1 SHOT/LAUNCHER.

-BLACK - SNEE -
(1)QUEEN: JUMPSLUG HANDLING: 13
(1)KING: USE SNEE MIND POWER, IN 5' RADIUS PAID THE ROLL IS ONLY MIND OVER WHELMING
(2)BISHOP: TURN RADIOS INTO HOWITZERS: 6
(2)KNIGHT: SHOOTIN HUNDA MINIATURE ELECTROBLASTERS 9 ANGUS/DAMNPAK 4/1 RANGE 20'
(2)ROOK: 3M. SNEESHIP FLIES 20'/R THEN EXPLODES (12/2)
(2)PAWN: AS KNIGHT BUT SHOOTIN 3

(3) WHITE PAWN: AS KNIGHT BUT MAKE... 5

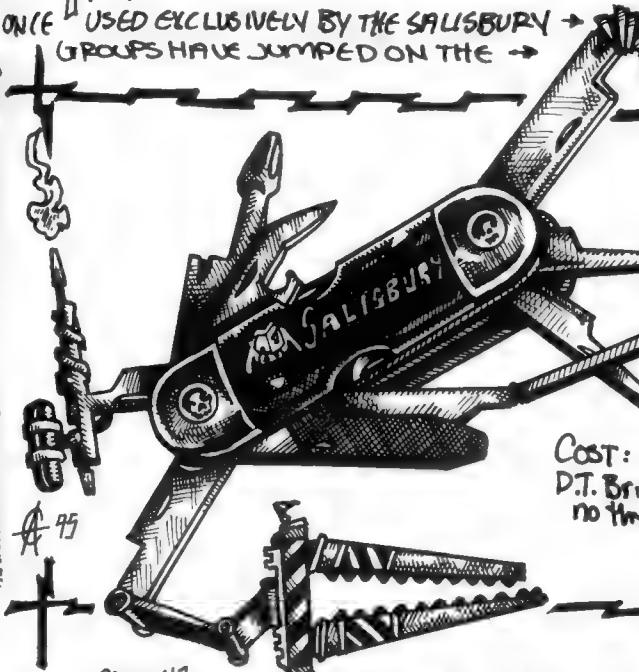


IT'S ORIGINAL USE LOST TO OBSCURITY THE DUMPER IS NOW USED EXCLUSIVELY ON HGL WHERE IT'S ANCIENT TECHNOLOGIES DRIVE FLUIDS DEEP INTO THE GROUND WHERE IT DISPERSES OVER AN AREA OF MILES. THE FLUID (DUMPER JUICE), A MIXTURE (AS NEAR AS CAN BE DETERMINED) OF BLOOD, CEREBRAL FLUID AND COUGH SYRUP, ONCE DISCHARGED ATTRACTS GGD WASTITS WITHIN A 5 MILE RADIUS (1d6/MINUTE DUMPER IS DUMPING FLUID (TAKES 6 MIN TO DUMP A FULL CARTRIDGE. THE JUICE ALSO ATTRACTS THE OLD ONES WHO LIE DEEP UNDER THE GROUND AND HAVE GROWN MIGHTY IN THIER SLUMBER...AND LADS.

COST: 1405 1/2 SET COST (1 COLOR): 762 RESALE (INTACT) 1405 1/2 SET: 761 DUMP TECH BRIE: THE MEGA BATTLE MINIATURE BOARD GAME.

SALISBURY SCOUT UTILITY KNIFE

ONCE USED EXCLUSIVELY BY THE SALISBURY →
GROUPS HAVE JUMPED ON THE →



SCOUTS, MANY "MAIN STREAM" TERRORISTS POCKET ANARCHIST BANDWAGON. THE SALISBURY SCOUT UTILITY KNIFE KEEPS THOSE CUTE KIDS READY FOR ANY SITUATION. FEATURES INCLUDE PHILLIPS HEAD SCREWDRIVER, CAN OPENER, GASOLINE BLOWTorch, DIAMOND-EDGED BUZZ SAW, SERVO GRAB ARM (EQUIVALENT LIFTING CAPACITY OF MT'Y), PERSONAL POWER FIELD (+1 AN), WAVE CANNON, SELF DESTRUCT BUTTON ON DEAD MAN'S SWITCH, NAIL FILE.

COST: 946
D.T. BRIBE: Browne,
no the other one.

*#12/3(-1)
137'(-)/D
[15] o YOU LOOSE
MODIFIER

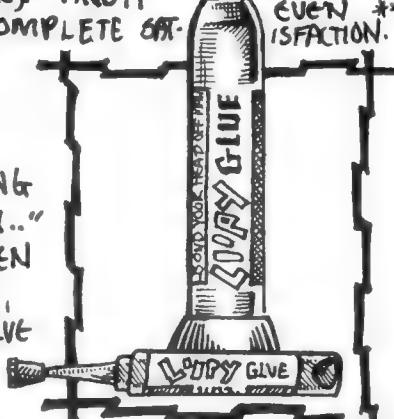
COST: 112
D.T. BRIBE: MEAN-
INGFUL CONVERSATION

INFLATA-CLONE

THERE ARE CERTAIN SITUATIONS IN LIFE THAT REQUIRE A PERSONAL APPERANCE BUT, AT THE SAME TIME WOULD BE HONEST TO NOT ACTUALLY BE THERE PHYSICALLY. IT IS WITH JUST SUCH SITUATIONS IN MIND THAT INFLATA CLONE WAS CREATED. REACTING WITH DISCHARGE SPITTLE IN THE INFLATION TUBE, THE SPECIALISED INFLATEX LINING CREATES A PERFECT DUPLICATE EVERY TIME. IT WALKS, IT TALKS (IT CAN REPEAT ONE SENT- AND IT EVEN ISFACTION.

LOOPY GLUE

YOU'VE HEARD THEIR ADVERTISING.. "STRONG ENOUGH TO HOLD A MAN.." AND MAYBE YOU'VE EVEN USED THE OTHER GLUE, BUT CAN THAT OTHER GLUE BOND THE HOLES IN YOUR RACER X'S



TITANIUM COMBAT PLATING BACK TOGETHER? WHAT USE IS HANGING FROM A GIRDER BY YOUR HARD HAT ANYWAY? HEE HEE GOING TO HAVE THAT YORT OF TIME.. OOPS I'M FALLING TO MY DEATH, I BETTER WHIP OUT SOME GLUE AND STICK MY HAT TO A PASSING I BEAM. COST: 104 /TUBE (12 APPLICATIONS)
D.T. BRIBE: A HARDHAT, A GIRDER, BLUE COLOR WHITE BOY.

BALLS-OFF PERSONAL BODY SHIELD

NO LONGER WILL YOU NEED TO WORRY ABOUT YOUR EYES SAYING YES BECAUSE THIS LITTLE DEVICE SAYS NO NO. NO. NO. NO. NO! THE BAPBS REACTS WITH THE PHYSIOLOGY OF THE TESTICULAR GLAND TO SHRINK THOSE BABIES INSTANTLY TO THE SIZE OF RABBIT PELLETS. (OUCHIE... LET US JUST OBSERVE A MOMENT OF QUIET REFLECTION). WITH AN EFFECTIVE RANGE OF 140.8 FEET YOU CAN PRETTY MUCH COUNT ON THE COOPERATION OF THE LOCAL GENTRY WHEN IT COMES TO MATTERS OF YOUR PERSONAL SPACE.

D.T. COST:

LIQUID REALITY

WISHED YOU HADN'T JUST DECAPITATED YOUR SIDEKICK OR WHINNED AT THAT SODOMY BIKER? WELL JUST WHIP OUT A JAR OF 'OL LIQUID REALITY AND PRETEND LIKE IT NEVER HAPPENED CAUSE IT DIDN'T. COST: THE COW D.T. COST: THE COW AND THE SNEE. EMPIRE.

YES WE'RE JUST KIDDING
BUT THIS DOES NOT EXIST, WHAT ARE WE STUPID?

* OF YOUR CHOICE (WELL MISTER BOND, WILL YOU TELL US WHOERS THE PLANS ARE?)
** PT 9, MD 2, MT (1 HP-POP?)

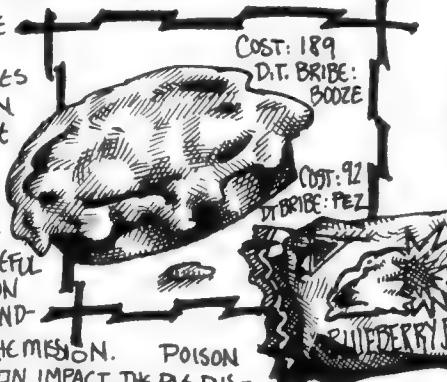
Clown Equipment

* ALL CLOWN EQUIPMENT IS FREE TO BE REQUESTED BY A CLOWN IN THE FIELD. PRICES ARE GIVEN FOR BOCHEB COPIES.

A CLOWN NEEDS HIS TOOLS AND IN THE FIELD A FEW WELL PLACED GADGETS CAN SPELL THE DIFFERENCE BETWEEN A SUCCESSFULL COMEDIC SANCTION AND THE VIOLENT, BLOODY EXECUTION OF ONE MORE HARLEQUIN IN HIS MAJESTIE'S SECRET SERVICE.

THROWING PIE:

PIES COME IN TWO VARIETIES THE POISON CREAM PIE AND FRUIT PIE GRENADE.



COST: 189
DT. BRIBE: BOOZE

COST: 92
DT. BRIBE: PEZ

Each is useful in its own way, depending on the mission. POISON PIE: UPON IMPACT, THE PIE DISCHARGES POISONOUS SLEEP GAS IN A 20' RADIUS. BOGUSLY DIFFICULT MT TEST TO STAY AWAKE. GAS CLOUD DISPERSES IN 3 ROUNDS. VICTIM WAKES IN 12-18 MINUTES. FRUIT PIE: 8/3(-7) THROWN (50' radius) [C,E]

CLOWN NOSE:

THESE ARE DEFINITELY JUST A BAG OF BALLOONS. YOU DEFINITELY COULD NOT ARRANGE THEM IN SPECIFIL INFLATED ANIMAL SHAPES SO THAT



COST: 187 DT. BRIBE: BALLOONS
SPECIAL ABILITIES: PHOS-3 PHEROMONES REACT TO SEND MESSAGES TO OTHER CLOWNS... NOPE, NOT THAT.

MAKES THE IMPOSSIBLE TO SNEAK UPON. COST: 212 DT. TECH.



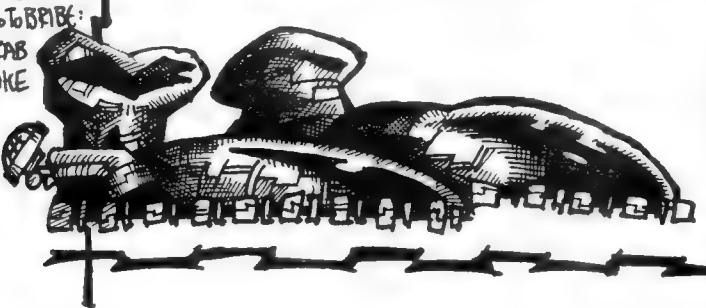
BRIBE: HOME RHINOPLASTY KIT.

CLOWN SHOES:

IT'S GOTTA BE THE SHOES. NOT ONLY DO THESE BABIES HAVE HOVER GENERATORS TO ALLOW THE WEARER TO LITERALLY WALK ON AIR, NOT ONLY DO THEY HAVE VIBRO UNITS FOR DOUBLE PSYCHO BRUCE LEE SHIT DAMAGE AND NOT ONLY DO THEY HAVE 3 SHORT (5') RANGE 1/DAY TELEPORTATION FIELDS BUT THEY'RE ALSO STYLIN'.

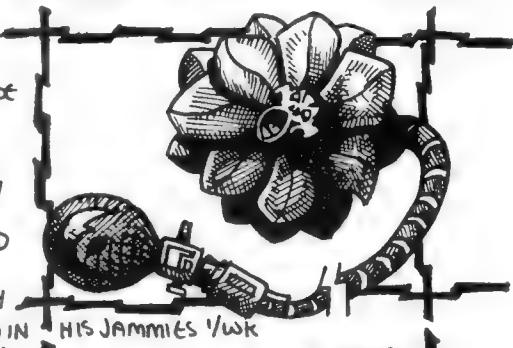
COST: 956

DT. BRIBE: CRAB CAKE



LAPEL FLOWER:

WORN CHEERILY ON THE OUTSIDE OF THE CLOWN'S COLLAR, THE LAPEL FLOWER IS THE NOZZLE THROUGH WHICH 60 GALLONS OF SPRITZER SODA, MIRACULOUSLY COMPRESSED INTO A SMALL RUBBER SQUEEZE BULB, IS FIRED AT HIGH VELOCITY. 11/4(-1)/15' (PEPPER 2) [E] 254 (STORYTIME FOR HIM IN FOR A MONTH) +1

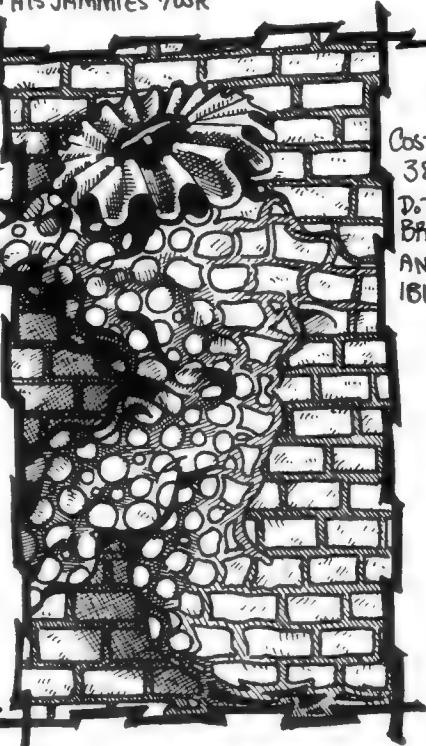


MR BIG PANTS STEALTH SUIT:

COST: 389

DT. TO BRIBE: AN INVISIBLE MAN.

ALLOWS THE FIELD CLOWN TO INSTANTLY DISGUISE HIM / HERSELF IN CASE OF TROUBLE OR IN THE EVENT A LITTLE COUGET ACTION IS NEEDED. ARMOR VALUE: 1 FEET MODIFIER: 0 +4 TO SNEAK, BLEND IN WI. SURROUNDINGS AT WILL.



CLOWN DOG:

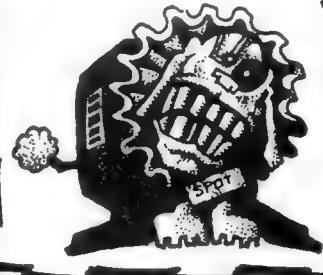
OCASIONALLY AN AGENT IN THE FIELD WILL NEED A LITTLE HELP, AN INCONSPICUOUS SUBTLE BIT OF AID FROM THE BIG TOP. IT WAS WITH THIS IN MIND THAT THE CLOWN DOG WAS CREATED AND BRILIANTLY MODELED TO SIMULATE A SIMPLE, HARMLESS, LOVEABLE PUPPY DOG.

THE OWNER OF A CLOWN DOG DOES NOT NEED THE CLOWN DOG STILL (CLARIBELLE CLUSTER) TO CONTROL HIS NEW BEST FRIEND BUT IT HELPS IF YOU DON'T WANT YOUR SPLEEN EATEN.

SPECIAL ABILITIES: LASER TEETH CHEW THROUGH ANYTHING, TRACHING, INFRARED SENSORS, MOTION DETECTORS.

GM: 2
MO: 2
MT: 4
ND: 10
FT: 8

ATTACK VALUE: 16
TOTAL ARMOR: 12
BLIGHT: 17/4



CULTS

OF THE MONTH

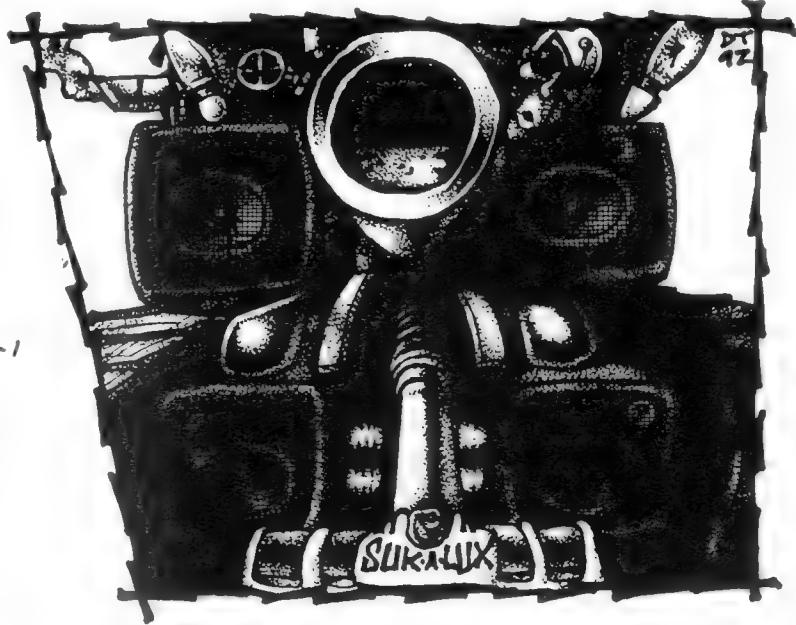
ASIDE FROM THE CHURCH AND THE GOVERNMENT, THE GALAXY'S GREATEST BREEDERS OF IGNORANCE, RACISM, AND BAD TASTE, ARE THE VARIOUS CULTS, SECTS, AND AGENCIES THAT HAVE SPAWNED UP ALL OVER, YET STILL MOST OF THEM WORK FOR THE GOVERNMENT ANYWAY, EXCEPT FOR THE ONES THAT OWN IT. IT IS ENTIRELY UP TO THE HOLMEISTER HOW TO RUN THESE SUCKERS, BUT A GOOD GUIDELINE IS THAT THE HEAD OF EVERY ONE OF THESE GROUPS HAS PROBABLY HAD A SEXUAL FANTASY INCLUDING EVA BRAUN AND A CATTLE PROD, AND THE REST DRINK NIGHT TRAIN SPRITZERS AND PLAY "CONNECT THE DOTS" WITH A PACK OF CIGS AND A LINOLEUM KNIFE. DO NASTY, HORRIBLE SICK THINGS AND YOU'LL PROBABLY BE ON THE MONEY. SO HERE'S A FEW OF THE POWERS OF THE UNIVERSE, WITH WHOM THE PLAYERS MAY WORK FROM TIME TO TIME, AFTER WHICH THEY WILL START HAVING THOSE NEAT, SWEaty THREE TISSUE NIGHTS SCREAMING "EVA!!" TO THE BATHROOM CEILING.

BILCO—ONE OF FEW CORPORATIONS TO OPERATE DIRECTLY OUT OF HOL, BILCO IS OWNED, CONTROLLED, AND STAFFED BY BILL; A FORMER DUMP TECHNICIAN TURNED MASSIVE, SELF-SUSTAINING CYBERNETIC, MASS CONSTRUCTION ORGANISM. BILL'S SELF-BUILT, SATELLITE CONTROLLED BRIGADES OF BILBOTS SCAVENGE THE SURFACE OF HOL FOR JUST ABOUT ANYTHING TO BE BROUGHT BACK TO THE WELDING STATIONS, MODIFIED, PACKAGED, AND SHIPPED BACK TO THE UNSUSPECTING CONFEDERATION. THE FORMULA USUALLY WORKS SOMETHING LIKE THIS:

VACUUM CLEANER + QUADOPHONIC STEREO SYSTEM + HOWITZER =

"THE BILCO PARTY ANIMAL"
(chip bowl optional)

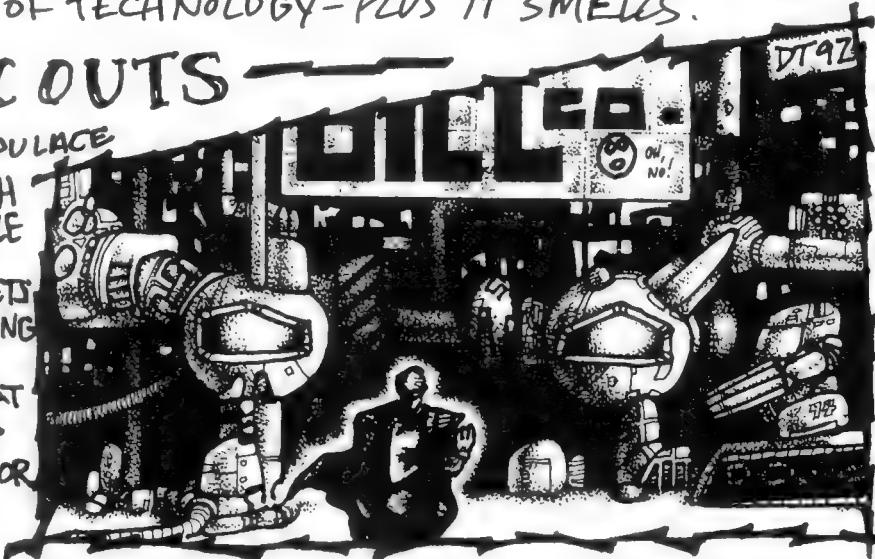
FOR ANY DESIRED BILCO ITEM, ROLL FOR QUALITY. 1: SHITBOX, 2: RUSTY SHITBOX, 3: RADIOACTIVE, RUSTY, SHIT BOX, 4: ATOMICALLY DANGEROUS PLAYTHING OF SATAN, RUSTY SHITBOX, 5: ATOMICALLY



DANGEROUS PLAYTHING OF SATAN, RUSTY, SHITBOX PAINTED SUCH A NAUSEATING COLOR THAT IT INSPIRES THE OWNER TO SUCH HEIGHTS OF TRAGIC POETRY RIValed ONLY BY TAMMY BAKKER, 6! CARNAL KNOWLEDGE OF JUMPSLUGS WOULD BE PREFERABLE THAN TO LAY EYES ON SUCH A HIDEOUS MUTATION OF TECHNOLOGY - PLUS IT SMELLS.

- SALISBURY SCOUTS -

REGARDED BY THE GENERAL POPULACE AS WORSE THAN THE HITLER YOUTH ON A BAD HAIR DAY. THESE LITTLE FAVORITES OF THE EMPEROR RUN RAMPANT OVER THE PLANETS OF THE CONFEDERATION, BURNING, DESTROYING, MAIMING, AND TERRORIZING ANYTHING THAT COMES BETWEEN THEM AND THEIR NEVERENDING QUEST FOR "MERIT BADGES" IN FACT IF YOU REMEMBER THE



INFAMOUS RANSACKING OF HEROD ON BETTY IV WHICH HISTORY RECORDS AS A S.N.E.E. RAID, BUT WAS IN FACT THE WELL DISGUISED TRAIL OF A SCOUTING TROOP TRYING TO SCORE THE ELUSIVE COMMUNITY SERVICE AND FIRE BUILDING BADGES. BUT WOE TO THE PLANET THAT IS UNLUCKY ENOUGH TO BE CHOSEN HOST OF THE YEARLY "JAMBOREE" THE WEEK LONG CONVOCATION OF THE MASSED MIGHT OF THE SCOUTS, AND EVEN THE SODOMY BIKER SPEAK OF SUCH A THING IN HUSHED TONES. THEREFORE... BE PREPARED.

- UNIVERSAL PRICING CULT -

RELATIVE NEWCOMERS ON THE GALACTIC POWER CIRCUIT. LITTLE IS KNOWN ABOUT THEIR TRUE MOTIVES OR IDEOLOGY. THEY SEEM DETERMINED TO BRING ABOUT THE FALL OF THE CURRENT POWER STRUCTURE THROUGH ECONOMIC MEANS. THEY ARE AN EVER INCREASING SIGHT IN THE PORTS AND TRADING HOUSES OF THE CONFEDERATION, HITTING EVERYTHING IN SIGHT WITH A BLAST FROM THE DREADED "PRICE GUN" SCRAMBLING SYSTEMS, REDISTRIBUTING WEALTH AT THE PUSH OF A BUTTON. EVEN TRAVELLERS ARE NOT LONGER SAFE. THE SCOURGE OF THE CULT WILL CONTINUE UNTIL WE FIGURE OUT WHO TO PAY OFF.

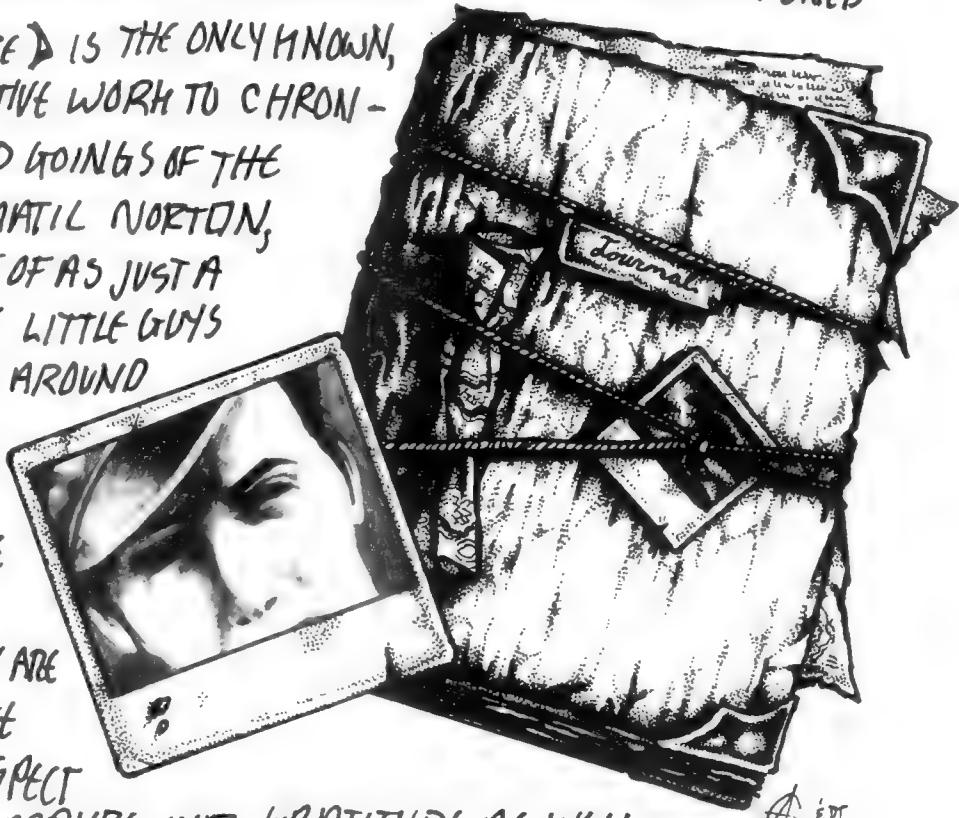
- CLOWN COLLEGE -

A KINGDOM NEEDS SPYS, TO WATCH THEIR ENEMIES, TO WATCH ITS CITIZENS, PROTECT THEM FROM THEMSELVES, THEIR THOUGHTS AND, THEIR DESIRE. BECAUSE NORMAL PEOPLE HAVE NO IDEA WHATS GOOD FOR THEM. THE DARKEST SECRETS OF THE CONFEDERATION LIE IN SHADOW ON BIGTOP IV, YES, THE INFAMOUS CLOWN COLLEGE, WHERE THE CADRES OF SPIES, ASSASSINS, AND MECHANICS LEARN TO JUGGLE, KILL WITH A LAUGH, RIDE THE MINI UNICYCLE. FEW KNOW ALL THE SECRETS OF THE CLOWN, JINGLE'S, THE HIGH JESTER AT RUPERT'S COURT, AND THE ELUSIVE MR. BOGANGLES, OF THE TRAVELLING CIRCUS OF PASHANDAR, ARE BOTH RUMORED TO BE HIGH CHUCKLE LORD, BUT KNOWING CLOWNS, THATS WHAT THEY WANT US TO THINK.



IT'S SUNDAY APRIL 22 ND
672 AR AND THIS IS NIGHT...
RATHER WELCOME TO A
VERY SPECIAL BLOSC...UH..
THE SECOND INSTALMENT
OF HÖL, A SIGHTSEEER'S
GUIDE. IN THE PLACE

OF OUR NORMAL FARE OF PRECARIOUSLY PLANNED AMMUSEMENT PARKS, LIVE,
AND I DO MEAN LIVE) VOLCANOS, CITIES FILLED WITH MURDEROUS MARY-K-
TELL REPRESENTATIVES WIELDING HOWITZERS AND JELLO MOLDS AND VARIOUS
PARTS OF NEW JERSEY, WE HAVE BROKEN OUR USUAL FORMAT TO BRING YOU AN
EXTRORDINARY FIND: THE LOG JOURNAL OF WILLARD MARLOWE, ANTHRO
POLOGIST AND SOMETIMES CLOWN. WELL OLD DOCTOR MARLOWE FINALLY CLEANED
THAT SHITHOLE THAT PASSES FOR AN APPARTMENT AND FOUND HIS JOURNAL, WHICH
WE WERE SUPPOSED TO BRING YOU LAST WEEK BUT—"I CAN'T FIND IT", "I
MOVED LAST WEEK AND EVERYTHING'S STILL PACED", "MY DOG ATE MY ANTHRO-
POLOGY NOTEBOOK" - OH YEAH HE USED THAT ONE TOO. WELL NEEDLESS TO SAY,
AND DONT YOU FEAR GENTLE READER SOMEONE'S IN FOR A RUDE AWAK-
ENING WHEN MR ROYALTY CHECK WEIGHS IN A COUPLE SLICES SHORT OF A
CHEESE LOAF. WELL BACK TO THE MATTER AT HAND: THE AFOREMENTIONED
JOURNAL (SHOWN HERE) IS THE ONLY KNOWN,
AND THEREFORE DEFINITIVE WORK TO CHRON-
ICAL THE COMINGS AND GOINGS OF THE
MYSTERIOUSLY ENIGMATIC NORTON,
HERE TO FORE THOUGHT OF AS JUST A
SMALL TRIBE OF GOOEY LITTLE GUYS
WHO LIKED TO HANG AROUND
THE YELLOWY GOODNESS
THAT IS OLD BABY
DVNG. BUT AS WE SEE
IN DR. MARLOWE'S
CLASSIC DIARY, THEY ARE
SO MUCH MORE AND WE
OWE THEM OUR RESPECT
AND MAYBT, JUST MAYBE, OUR GRATITUDE AS WELL.



95
EP

After what must have been about a fortnight's sailing up what the locals call the "River Nigel" I had my first experience with the "hak'challa" or diaper storm. I was regaling my fellow travellers with tales of my stay among the nomadic tribes of Elbow IV. We were perched amongst the crates, laughing like hyenas.

The captain, a spare, stork-like man, who never left his cabin without a breathing mask slung about his neck, came above decks and informed us of the impending deluge. "... intercepted a call from orbital control, incomming..." Not knowing what to expect, but trusting his judgement, we moved our merry-making indoors.

It began with just a few large septic drops, reaching earthward, but soon the solids began striking the deck with ever increasing frequency, until it was in the immortal words of the poet,

"A veritable butload this raging shitstorm tumbles down,

the mumified corpses of our past revisiting their old haunts."

So yes, quite a spectacle.

Our boat, the "Nellie" I believe she was called while certainly lacking in the creature comforts more than made up for these with an abundance of what I call charm,

which is a nice way to say rusty, dirty, and having no room service.

on the distant trees the remains of huggies hang washed clean by the sun.

[THE PEOPLES OF THE DIAPERSWAMP HAVE OVER 200 WORDS IN THEIR LANGUAGE FOR DIAPERS BUT NOT A SINGLE ONE FOR PANTS.

FROM THE FLAKING WHITE SNOWY PLASTIC OF THE "KANDRAPAMPRA" TO THE DENSE, DEEPLY IMPACTED, CHEESE CAKE LIKE LAYERS OF "JAMBYRR".]

COED NAR
FLY TYING

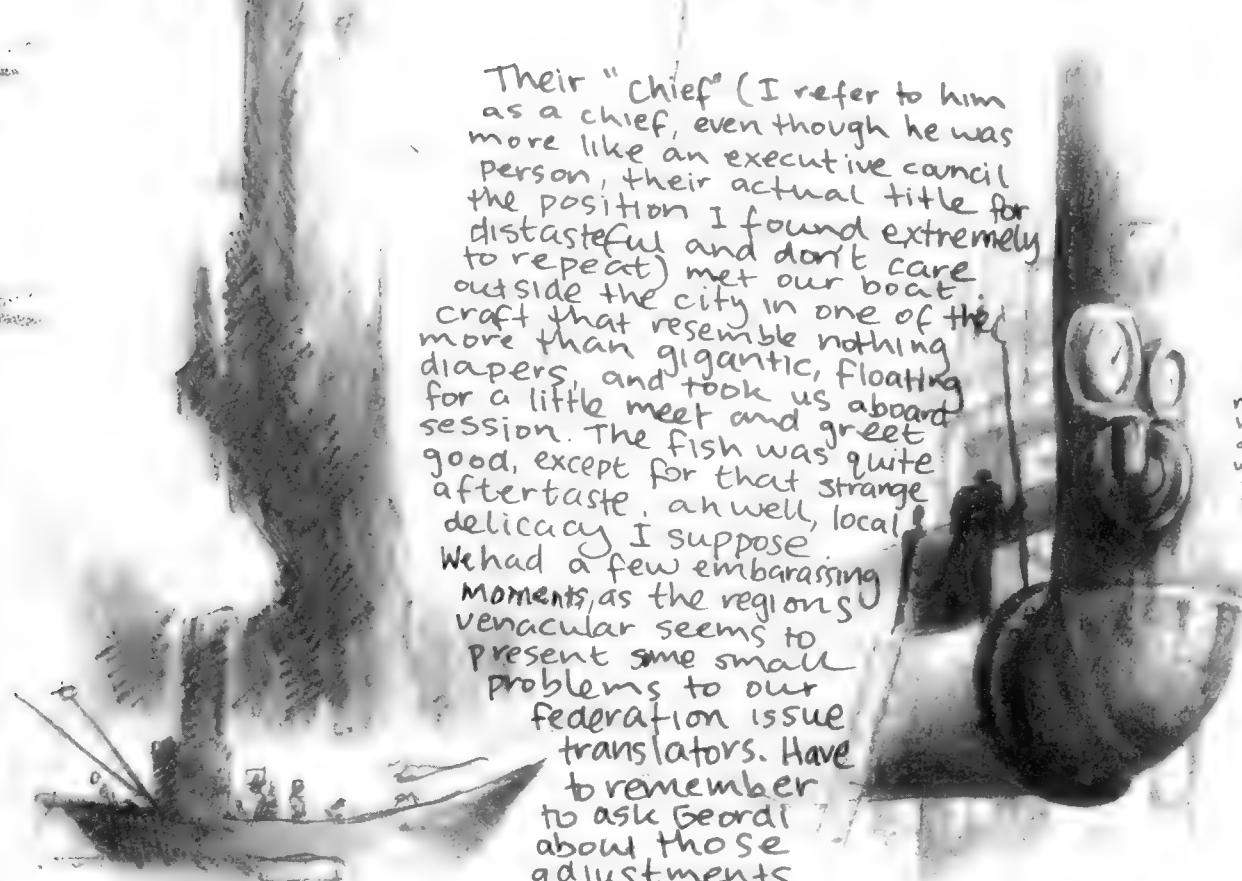
me want the good lunch like mommy used to make tuna fish, chips, pudding cups.

This old guy, "Old Joe" we called him, was way too into Creedence, Foghat, and B.T.O.



Our first sighting of the dwellings of the Norton came on our third day of travel into what properly could be termed the swamp. Contrary to what I was led to believe, if I could tell anything about these people by their "village", they appeared to be a cultured, intelligent, and industrious bunch. Believe me this is extremely rare to find among groups that live in the refuse that the rest of humanity generates. The culturally dead end represented by the trash dwellers of Incubus IV is a prime example of the type of squalor and depravity normally associated with this type of society.

Slightly under scaled first impression of Norton "village" Tower was larger and less phallic if memory serves me



Their "chief" (I refer to him as a chief, even though he was more like an executive council person, their actual title for the position I found extremely distasteful and don't care to repeat) met our boat outside the city in one of the craft that resemble nothing more than gigantic, floating diapers, and took us aboard for a little meet and greet good, except for that strange aftertaste, ah well, local delicacy I suppose. We had a few embarrassing moments, as the regions venacular seems to present some small problems to our federation issue translators. Have to remember to ask Beard about those adjustments we discussed.

mysterious huge pipes abounded. was never really sure what their purpose was.



unfortunate traveller
caught unaware
in the beginning
stages of hak'challa.
Not much hope
for him I'm afraid.

One of the more intriguing
things about the Nortons, is
the filtration suits they wear.
The humus laden, rich, green
atmosphere of the swamp
proved to be almost too
much of a challenge for
most of our party's
standard Imperial
suits, resulting in
quite a few
painful lung infections among the men.

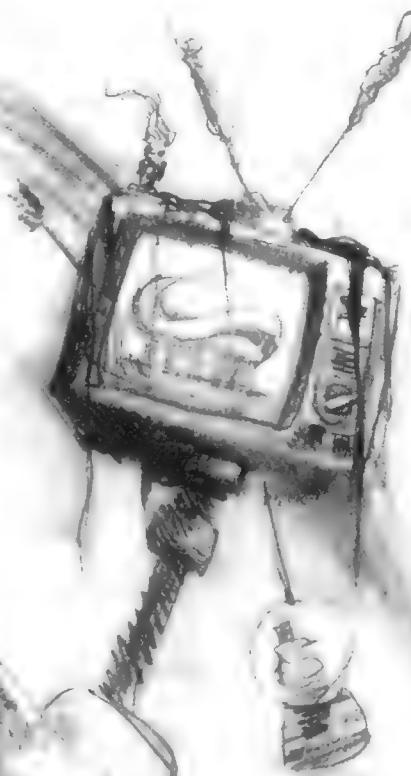
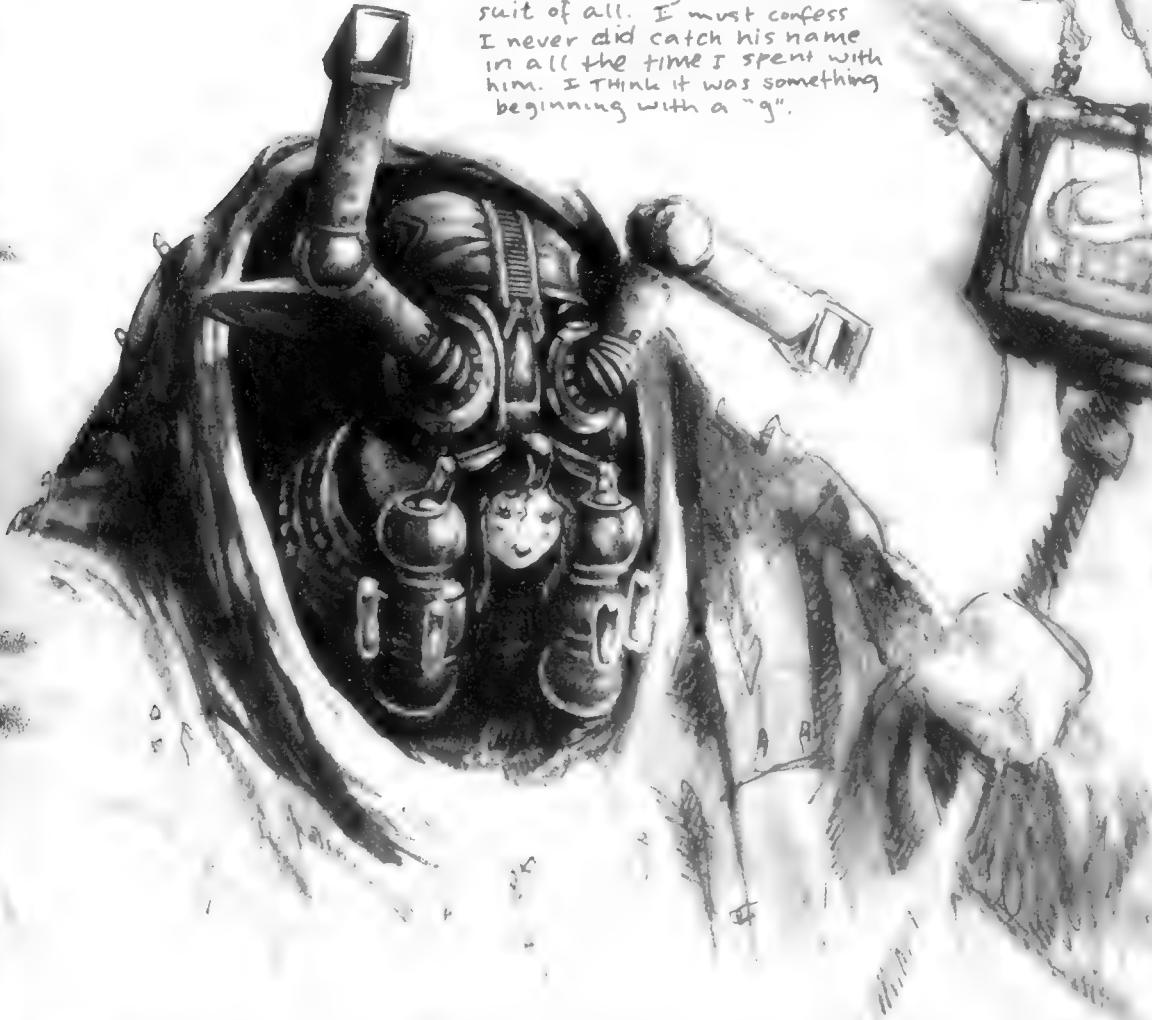
While I assure you that
I am genuinely interested
in these people from a scientific
point of view, I also must
confess to having ulterior
motives for comming here.
The station manager of the
"H&L", a mister Roarke, invited
me to his private orbital office,
under the guise of a tasting
of the great wines of the
Night Train vintage's. Well of
course the wine was absolutely
delightful, but presently, the
real reason for my attendance
was revealed.

It seems one of his multitude of
assistant managers had gone
rogue, and disappeared into
the swamp with nary a
trace. His name, now so
often on my mind is Squirtz.

The only proof we had that
Squirtz still lived at all was
the odd report of his that
occasionally dribbled in, which
by now consisted of his grocery
lists and numerous letters to
Ann Landers and "Dear Abby".

Roarke insisted the man
must be double dipping his
pretzels in the cadmium and
sour cream, for his report
methods were totally unsound,
but frankly I saw no apparent
method at all. Such a
detriment to his office staff
should be terminated - with
prejudice to the extreme.

The chief naturally had the most gloriously elaborate suit of all. I must confess I never did catch his name in all the time I spent with him. I think it was something beginning with a "g".



Even my own venerable "Bubobuster" Plaguesuit needed to have its filters scraped daily to avoid the choking effects of the swirling, noxious gases. But to the Nortons, the suit is much more than a tool for survival, indeed it serves as a status symbol, a home away from home, and a personal fashion statement. Elaborately ornamented, and rigged with as many accessory fittings as the owner can salvage or afford often to the point of seeming impractical. Rumors abounded among my crew that the Nortons didn't need the suits at all to breath, and I must say I personally never saw any of the change a filter or canister. Unlikely as it seems, perhaps living so long in this harsh environment has wrought mutagenic changes in the lifeforms here severe enough that they can actually breath this infernal brew. Further testing on this subject may be in order.



I was shown this "Medical Wastem" in the village displayed as a rare trophy creature. Man made or some bizarre product of the swamps?

Speaking of mysteries. Besides the few I actually know by name, there seems to be relatively few Nortons of any sort around here, besides the ruling council, and what seem to just be their domestic and support staff. I made some inquiries, to which the reply - "You know, in the Works (?), on the Munchers (?), someones got to pay for all this stuff you know!" Which now that I think about it makes perfect sense, as I have seen no evidence of agriculture or industry here, and what luck I seem to have as one of the "Munchers" is due in tomorrow. So I can experience the fabled monstrosity first hand.

I was awakened at dawn by a deafening roar, like ominous thunder, I flew to the window to see what manner of megalithic beast screamed heavenward, as if at the gods. To my immediate disappointment however, someone had apparently closed some kind of rusted storm shutter over my window. Quickly I dressed and walked to the large common room to see what excitement I had missed. There was an enormous amount of people and activity there more than I had ever seen in the settlement ever, a swirling hurricane of breathers, bejeweled gauges and piping. I located one of my Norton friends up against the wall and asked what all the commotion was about.

"The Muncher done be in"
 "That doesn't explain the shutters on my window."
 "No shutters man, that must the Muncher be"
 "I don't seem to catch your drift"



"open bar" at the Norton death ritual celebration a truly unique experience

Vegetables all gone
 Diet consisting of Mung
 I'd kill for Bacon
 - a haiku for salad.

Sketches made
 after partaking
 of refreshments
 at death
 ritual - yes
 I have no
 idea what
 they are.

Instead of trying to explain, he decided to show me instead, so off we went, topside to where the hoverdiaper awaited us, but nothing prepared me for the sight that unfolded before me.

The beast was absolutely colossal, huge, titanic, this stadium sized behemoth. A surviving dinosaur, these amphibious, assault factories forage through the swamp, scooping up loads of refuse with whalelike precision, then processing their burdens into food, clothing, furniture, and home electronics for the Nortons, and for export to the rest of the planet. A truly astounding system for sustenance. I must say. Hat's off to these unique people.

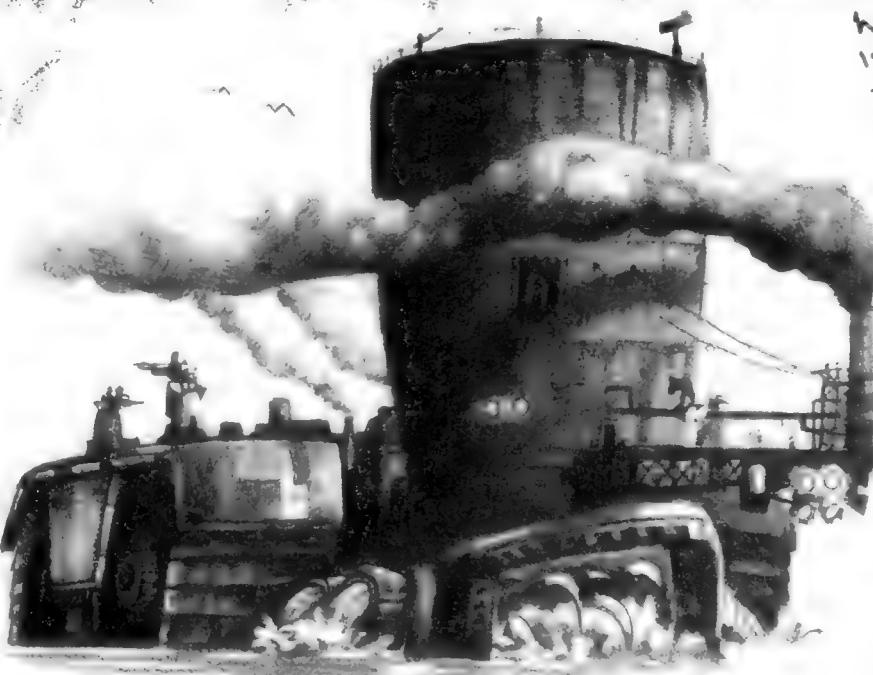
Still no sign of Squirtz.

I have tried to make discreet inquiries about him to the few Nortons I'd consider friends, but was only met with sharp hisses at the mention of his name.

This is one mystery I must get to the bottom of.

A Norton weapon I guess. A sling like contraption, used to propel creature at night, perhaps a relative of the groblue? I have brought one back for further study - remind me to take it out of my luggage.





Morning at last. I slept on what felt like a squirming pile of softballs, if the pains in my back are any witness.

Ah, but here comes the subject of my immediate attentions now. Quickly I rise and fall into place behind them employing the totality of my dark skills, to weave silently behind them, unseen, unheard, undreamt of, through the seemingly endless passages, ever following the mysterious pipes downward. Winding ever closer to the truth? Perhaps. Descending for what felt like the small, shy brother of eternity.

Finally now, I hear voices ahead, our small trek appears to be drawing to a close.

A sound like a thousand kettles, boiling on high, greets my ears, the death cries of millions of too fragile bubbles. The pipes that had been my constant companion on the journey, now deserted me, heading upwards towards a ceiling too distant to see.

Creeping out of the shadows I approached the furiously bubbling reservoir, curious to discern the "raison d'être" of this peculiar phenomena.

As I grew closer a smell began to reach my nostrils, even through the stiff rubber seals of my face plate,

What manner of tomfoolery is this! First, there was their refusal to discuss Spurtz, now these twice damned people insist that I can't see the "works" Taboo to outsiders or some other such native mumbo jumbo. Well too bad for them I refuse to take no for an answer, and all very fine and well for me that I brought along my trusty "Mr. Big Pants Happy Stealth Suit. Now perhaps I'll get some answers.

Bloody Hell! Left my keys in my other pants, so I'm locked out of my room for the present. While out however I did learn there was a shift going down to the works in the morning. Just need to find a comfortable place to sleep.



a smell that took me back to my childhood, the days of hanging on my mother's apron strings in the kitchen, the oven door open - and that was it, gas. This huge bubbling pool was producing tremendous quantities of the stuff, millions of cubic feet more than these people could use in their lifetimes.

So why were a good portion of them spending their golden years in production of a commodity that was apparently useless to them?

I came here seeking answers, and only came up with more questions.

Desperate for the truth now, and not caring what the cost, I threw caution to the wind and left the shelter of the shadows for the great wide open.

Like a church mouse in a cathedral, I was so dwarfed by the immense scale of this place, that the thoughts of insignificance almost overwhelmed me.

Huge vaulted ceilings rose to where tremendous hoods accrued the massive quantities of generated gasses. Between them floated service crews in balloon-like contraptions, fleas on the back of this gargantuan dog.

After several hours of searching the complex, at last I found a sort of control room where the answers I sought were to be had. If the materials there were to be believed, the import of this place was staggering.

From the products of the decomposing swamp, they were harvesting and piping gas all over the entire planet, to power the furnaces that provided the heat necessary for global climate control.

And these people did it all out of some sense of ancient obligation, a sacred duty passed on from generation to generation.





So my sojourn here was over, we packed our bags, said our goodbyes and returned to our sad excuse for transportation, both wiser and a little more knowledgeable and aware of the world around us. Of Squrtz I found no evidence, and perhaps was the happier for it. After everything else I went through, I honestly can't say what I would have done if we had located him.

What I thought would be an uneventful voyage home, was suddenly interrupted by a small floatilla of rafts, canoes, skiffs, dinghys, and punts blocking our progress. A voice from one of the craft broke the tense silence, commanding us to land our boat and follow them. They led us by secret paths through the swamp, till at last we came to a ramshackle cluster of huts. Here she explained, "This is all that remains of Big man Squrtz's dreams, we will return now to our people, we have had enough of this madness of searching for the stone that was lost, the madness is over, your man Squrtz, is dead." We were led to the place where the grisly remains hung on a giant stone head, a monument to a man who died for his sins of avarice, greed, and pride, a warning to all who dared try to retrace that path. And the people redeemed by his death returned home at last, the prodigal children of the Norton's have come back, let the fatted calf be killed and the feasting begin.

So thus my tale ends.



-DIAPER SWAMP RULES-

VEHICLES: SERVICE BALLOONS: USED BY NORTON REPAIR CREWS TO SERVICE THE TITANIC CATHEDRAL OF GAS. THEY CAN HOLD UP TO FOUR NORTONS; COMES EQUIPPED WITH 2 SPECIALISED MUNG LADLES & HULL RATING: 0 (HIS A BALLOON IF HIT ROL 1d6: 1-3 HIT BALLOON (POP) 4-6 DIDNT), BIGNESS SOMEHOW QUITE HITTABLE (+2) SPEEDOSITY: 22 MPH TURNABILITY: 0 ➤ HOVER DIAPERS THE MAIN TRANSPORT IN NORTON CULTURE, CAN HOLD UP TO 6 NORTONS EACH AND SHIPS CAN BE LINKED TO FORM "LUVS" WHICH IS A LARGER SHIP CONSISTING OF A COLLECTIVE OF HOVER DIAPERS BONDED WITH VELCROFLAPS & INDIVIDUAL SHIPS; HULL RATING 4, BIGNESS JUST RIGHT (0), SPEEDOSITY 13 MPH TURNABILITY +3. LUVS; OH COME ON IT ALL VARIES DOESNT IT? USE YOUR IMMAGINATION PUTZ ➤ MUNG MUNCHER: WHOA NELLEY, THE HUGE FACTORY CITY SHIPS OF THE NORTON'S HULL RATING: 19, BIGNESS: YOU CANT MISS, SPEEDOSITY: 30 MPH TURNABILITY: YOU HAVE TO PLAN TURNS TWO DAYS IN ADVANCE, THREE IF MONDAY IS A HOLIDAY ➤

EQUIPMENT (WEAPONS, ARMOR ETC): STILTS: ASIDE FROM THE ABOVE METHODS OF

TRANSPORT, NO NORTON LEAVES HIS DIAPER WITHOUT HIS EXTENDO LEGS. THIS ALLOWS YOU TO MOVE ABOUT IN THE JUNGLES UNSTEADY LAND MASS W/O FEAR, EXTEND YOURSELF UP TO 60' IN THE AIR (ON SOLID GROUND) AND BECOME A DAIRE DEVIL VILLIN (ALBETTA STUPID ONE)

BUBOBUSTER PLAUGUE SUIT: ACTUALLY AN IMPERIAL ITEM THIS LITTLE BABY COMPLETELY PROTECTS YOU FROM ALL MANNERS OF INFECTION, RADIATION POISONING AND DISEASE (OF COURSE THE PEOPLE AROUND YOU TEND TO GET SICK - BUT OH WELL THEY CAN WORK THE BUGS OUT OF IT LATER) AV 1

NORTON SUIT: AS ABOVE BUBOBUSTER BUT WITH NO BUGS (OH ALMOST JUST LIKE HOME-MADE) COMES STANDARD WITH STILTS AND ALL SUCH SUITS

ARE COM-LINKED, AV 5, +1 FEET MODIFIER) GRUNGUOLE SLINGSHOT: HEY THE SLINGSHOT IS JUST A SLING SHOT BUT GRUNGUOLE'S ARE IN FACT FULL FLEDGED. GROBLINGS BUT THEY ARE CURIOUSLY DOCILE, THEY DO NOT ATTACK YOU ON SIGHT, NEITHER DO THEY CAUSE YOUR GROBS AND FESTERING GROBS TO MATURE AND ATTACK (IN FACT THE GREY, DEPRESSING COO THEY MAKE KEEPS GROBS AND FESTERING GROBS IN THEIR PRESENCE FROM EVER GROWING PAST THE FESTERING STAGE WHILE THE GRUNGUOLE IS AROUND (EVEN IN THE PRESENCE OF THE NORMAL TYPE OF GROBLING) ➤ THE ONLY THING THAT THEY SEEM TO GET EXCITED ABOUT IS (AND THIS MAKES THEM DOWNRIGHT ORNERY) IS BEING FIRED FROM A SLINGSHOT - REALLY PISSES 'EM OFF UPON IMPACT THEY NOT ONLY ACT LIKE BUT ACTUALLY INSTANTLY MUTATE INTO YOUR STANDARD GROBLING ANG/DAM 3/1 (BUT THEY INSTANTLY ATTACK AND SET OFF ANY GROBS YOUR OPPONENT HAS)

MEDICAL WASTEM: STATS: SAME AS NORMAL WASTEMS. FOUND ONLY IN THE DIAPER SWAMP THE MEDICAL WASTEM LITERALLY GROWS WITHIN ITSELF ALL THE TOOLS YOU NEED FOR ALL THE MEDICAL CLUSTER SKILLS IN SUCH ABUNDANCE AND QUALITY AS TO GIVE +4 TO ALL SUCH ROLLS. MEDICAL WASTEMS DO NOT UNDERGO MITOSIS AND TEND TO PREFER POPULAR SHOP LINES.

NORTON CLUSTER: THE NORTON CLUSTER MAY SUBSTITUTE FOR VERBAL ANNOYANCE, FANCY BOY OR POSTURING - IN CHARACTER DEVELOPMENT. THE CLUSTER INCLUDES: SCAB, RUN WHILE KNEE DEEP IN DIAPERS (EQUIVALENT TO RUN IN BIG SHOES), THE DOZENS, OPERATING KINDA GRUNGY VEHICLES, LUG TWO TONS OF SHIT IN A HAK 'CH ALUA (SAME AS LUG M-60), +EMIT GAS.

EMIT GAS: THIS SKILL IS USEFUL ONLY ON HOL. AS THE ENTIRE PLANET IS COVERED (SECRETLY) IN METHANE GAS PIPES THE NORTON'S CONTROL, THE PROUD OWNER OF THIS SKILL CAN, THROUGH VOICE COMMANDS TAUGHT TO HIM BY THE NORTONS CALL FORTH A GAS SPRAY ANYWHERE TO FILL A BALLOON TO HEAT THE CAMP SITE OR

AS A GAS JET ATTACK ANG 14 DAM 2.



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THE
CAB1L

Buttery Wholesomeness
A HOL SUPPLEMENT



WE
YOU
KNOW
YOU
WANT
IT.

TRAVEL ADVISORY: DON'T

• THE GALACTIC ENQUIRER

VOL. 24896791 ISSUE 6

PERSONAL CONNECTIONS

I Saw You

LOT 249

Me: bookish dark haired guy w/ tan leather backpack, khaki pants and jacket. You: Muscular, target tattooed on chest, stitches in mouth, soulful eyes. Haven't been able to get you out of my head.

OFFICIAL
ST WANTS
BE LOVED.
THAT SO
LONG?
I find Amanda Bankiss?

Seeking
Bugs

SEEKING MY
TOTEM ANIMAL!

Have investigated Bush Babies and Emperor Penguin, looking for a change.

SEEKING
SLIME

DO YOU?
ccessful
an ISO
screet
o slug.
trail I
allow?

SEEKING
BAKON

9 780966 476521

GOTCHA!

TUES. RUPTOBER 12

Men Seeking Other

WANTED:BBS
BIG BEAUTIFUL
SUPPLEMENT!

Likes: New character generation, sidekicks, touring the Diaperswamp in spring. Must be willing to try new skills, equipment, and weapons.

Dislikes: Poetry, puppies, and sensitive pony-tail types. Wild and ready to go - R U game? Freebase player a plus. No freaks.

VIKING ISO WARRIORS TO PILLAGE

Young study viking iso warriors to row my longship. Let's despoil the Rhine Valley together!

DESERPENTLY SEEKING OINTMENT

Painful Itch. Wanna scratch it for me? Must have own cheese grater. Double jointed a plus.